



Security

**USAF MILITARY WORKING DOG (MWD)
PROGRAM**

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This manual provides guidance in support of AFI 31-202, *Military Working Dog Program*, and replaces the entire C series Educational Subject Block Index (ESBI). **PART 1** addresses conditioning and training principals for military working dog teams. It addresses validation and legal aspects for explosive and drug detector dogs. **PART 2** addresses employment of MWD teams in law enforcement, physical security, and other operational environments. It provides guidance on the operation and management of the military working dog section as well as associated administrative requirements. While not all inclusive, this manual provides guidance for operation and management of the military working dog program. This publication does not apply to the Air National Guard.

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PART 1

PRINCIPLES OF CONDITIONING, TRAINING, AND VALIDATION REQUIREMENTS

Chapter 1

HEALTH CARE AND FEEDING

1.1. Grooming and Inspection Procedures. While grooming a dog with a double coat, using a brush and comb, the handler inspects the dog's skin by lifting and moving the hair.

1.1.1. Grooming. The following information discusses systematic methods for grooming a dog:

1.1.1.1. For multiple coated dogs, the handler must first loosen dead hair by rubbing against the grain of the hair with the fingertips. At the same time, dead hair is loosened and skin is exposed for inspection. The undercoat should be soft and slightly oily, and skin clear of infections, sores, and lacerations.

1.1.1.2. The next step is to brush against the grain of the hair with a stiff bristle brush to get dead hair and dirt out. While performing this step, continue to watch for sores and lacerations.

1.1.1.3. Next, brush with the grain of hair to complete removal of dead hair and dirt. This also returns the hair to its natural position.

1.1.1.4. Now stroke the dog's coat with the grain using the palms of the hands. Feel for bumps or cysts not noticed during visual inspection. Remove matted hair with a comb. This action will bring the dog's natural body oil to the surface which will coat the hair and act as a water repellent.

1.1.2. Inspection of the Dog's Body. After completing basic grooming steps and skin inspection, inspect all other parts of the dog's body.

1.1.2.1. Nose. The nose pad is normally shiny and moist. A persistently dry and dull pad could indicate illness. Another indicator of illness is a watery, yellowish, or red-tinged discharge from the nose.

1.1.2.2. Mouth. Gums and lips should appear bright pink. If paleness is apparent, it could indicate illness. Check teeth for firmness and white appearance, without large deposits of tartar.

1.1.2.3. Eyes. Should appear bright and clear with the surrounding membranes pink in color. The eyes are said to be "windows to the dog's state of health." Some indicators of illness in the eyes are:

1.1.2.3.1. Cloudiness or discoloration of the cornea.

1.1.2.3.2. Puffiness of the lids.

1.1.2.3.3. Red or yellow discoloration of the membranes or whites.

1.1.2.3.4. Excess watery discharge.

1.1.2.3.5. Purulent (yellow or green pus) discharge.

1.1.2.4. Ears. Should have a small amount of brownish wax in the lower portion of the canal and a pink flap without discoloration. No excess wax or foul odor should exist.

1.1.2.5. Feet and Legs. Feel for lumps missed during grooming. Check feet and nails for abnormal conditions. Nails should be fairly short, and feet clear of foreign objects or broken/lacerated pads.

1.1.2.6. Genitals.

1.1.2.6.1. Penis. Located in a fold of skin known as the prepuce or sheath, where a small amount of greenish-yellowish discharge is normal. Report excessive discharge immediately to the veterinarian.

1.1.2.6.2. Vulva. Should be free of discharge and discoloration of any kind.

1.1.2.7. Anal Region. Should appear pink and free of foreign matter. If the dog drags its rear on the ground or bites at its anus, report it to the veterinarian immediately. This is an indication the anal sacks may need emptying, or the dog may have worms.

1.2. First Aid Procedures. First aid and emergency treatment procedures described below are the most common used to save life, prevent further injury, and reduce pain. In all emergency situations, notify a veterinarian as soon as possible and get help from anyone available. If there is no veterinarian close or reasonably available, take immediate action to prevent further injury.

1.2.1. Restraint and Control of the Dog. In case of injury, restrain and control the dog to prevent further injury. A basket muzzle is the best and most comfortable restraint. It allows free breathing and reduces fear and apprehension.

1.2.1.1. Use the leash muzzle when a basket muzzle is not available or maximum safety is desired. Do not use this muzzle if the dog is overheated or there is injury to the mouth.

1.2.1.1.1. To apply the leash muzzle, tighten the choke chain on the dog's neck with the right hand exercising care so you don't cause strangulation. Place the left hand palm up under the choke chain, grasp the leash tightly as it passes through the palm of the left hand, wrap the leash once around the dog's neck, and bring it up across the left side of the dog's head, wrap it twice around the dog's muzzle (mouth) and back to the palm of the left hand.

1.3. Hemorrhage (Bleeding). Control bleeding quickly--particularly wounds to the foot and leg which bleed freely. Failure to control bleeding will lead to shock and death.

Take the following steps to control bleeding:

1.3.1. Pressure Dressing.

1.3.1.1. Take several pieces of clean or sterile gauze, place them over the wound, and hold firmly with hand or finger. Hold until you can snugly apply a pressure dressing. *Note: If material is not available for bandaging, place the heel of your hand on the wound, press firmly, and hold in place until help arrives. Watch for swelling of the limb below the wound indicating impaired circulation. Loosen or remove pressure if this occurs.*

1.3.2. Pressure Alone.

1.3.2.1. Apply pressure over the artery in the groin or axilla (leg pit). Have an assistant apply a pressure dressing.

1.3.3. Tourniquet Method (to Control a Spurting Artery). You may apply a tourniquet to the leg or tail between the wound and heart. Improvise tourniquets from a leash,

belt, necktie, boot lace, or a piece of bandaging material. Apply the tourniquet 3 to 4 inches from the wound. Use of a tourniquet may result in the "death" of the limb or tail. Use only if direct pressure fails.

1.3.3.1. Take a piece of cloth or gauze, roll and wrap it around the limb. Tighten it by hand or with a stick inserted beneath the loop and twist around until bleeding is controlled. Apply just enough pressure to control bleeding. Apply a pressure bandage as soon as possible.

1.4. Heat Stress. Overheating results when a dog is unable to eliminate body heat rapidly enough. This condition requires immediate handler action to save the dog's life. During hot, humid weather, an animal may easily become overheated during training, working, or while transported.

1.4.1. Signs of Heat Stress. Poor response to commands, weakness/unsteady gait, difficult or labored breathing, temperature 105 degrees or higher, convulsions, collapse.

1.4.2. First Aid Treatment. Remove muzzle. If the dog's temperature is less than 107 degrees and the dog is having no difficulty standing, place the dog in an air conditioned area and bathe with tap water. If the dog's temperature is 107 degrees or greater, and/or the dog is having difficulty standing, and/or mucous membranes are turning blue, immediately immerse the dog in a tub of ice water. Maintain the dog on its chest (sternal position) while in the tub. Ensure the depth of water and ice mixture completely cover the shoulders and back. Hold the head out of the water at all times so the dog will not inhale water into the lungs. Place an ice pack on top of the head and massage the portion of the neck not immersed with ice water. If an ice water bath is not immediately available, soak the dog with ice water or an alcohol and ice water mixture until you can bathe. Monitor the dog's temperature continuously. Stop cooling when the temperature falls below 103 degrees. If the temperature falls below 100 degrees, begin warming by drying and wrapping with sheets and blankets. Stop warming when the temperature goes above 101 degrees. Continue to monitor the dog's temperature every 10 minutes for 1 hour after the dog has reached a normal body temperature. Do not let the dog over drink. The dog should not consume more than one cup of water until it is calm and its temperature returns to normal.

1.5. Shock. An animal may go into shock causing injuries to internal organs, excessive bleeding, and/or trauma.

1.5.1. Signs of Shock. Glassy-eyed appearance, cool extremities, rapid or weak pulse, slow capillary refill time. To determine capillary refill time, press firmly against the dog's gums until they turn white. Release and count the number of seconds until they return to their normal color. If more than 2 to 3 seconds, the dog may be going into shock. Failure to return to the red-pink color indicates serious trouble requiring immediate attention.

1.5.2. First Aid Treatment. Lower the animal's head to prevent possible brain damage, keep the animal quiet and warm. If you know or suspect internal injuries and it is necessary to move the animal, use a litter.

1.6. Artificial Respiration. There are many conditions that may cause respiratory collapse (breathing stops). When this occurs, don't panic.

1.6.1. First Aid Treatment. Open the dog's mouth and check for obstructions; extend tongue and examine pharynx (throat). Clear the mouth of mucus and blood; gently hold closed. Inhale, then cover the dog's nose and mouth with your mouth. Exhale gently--don't blow hard! Carefully force air into the lungs and watch chest for expansion. Repeat every 5 to 6 seconds or 10 to 12 breaths per minute.

1.7. Fractures (Broken Bones). Broken bones are potentially the most serious injury, since the dog will probably continue trying to move around. Prevent movement so as not to compound the seriousness of the injury.

1.7.1. Signs of Fractures. Suspect broken bones if hit by a vehicle, injured while jumping/climbing, hit by a large projectile, etc. Indications of fractures include: swelling, deformity, limited or inability to use the part, irregularity of bone contour, or bone protruding from a wound.

1.7.2. First Aid Treatment. Restrain the animal to prevent further injury to the fracture site. If the bone is protruding from the wound with bleeding present, apply several "4x4" gauze pads and secure with 3-inch gauze roll to control bleeding. Secure veterinary assistance immediately. If you must move the animal before obtaining veterinary assistance, immobilize the fracture before attempting the move. You may do this with a firm object such as a stick. Do not attempt to set the fracture! Gently bring the limb into as natural a position as possible. Lay the support or splint along the limb in the most comfortable and natural position. Use strips of fabric to apply two bandages firmly, but gently; apply the first at the uppermost extremity of the limb; apply the second bandage at the bottom. If practical, bandage the whole limb lightly, entirely enclosing the splint and limb. Move the dog as little as possible--avoid leaving the limb without support--use a cushion or supporting hand if necessary. For fractures where the bone is protruding through the wound and displacement is not great, apply a supporting splint as described above. In serious cases, tie a "4x4" gauze pad or clean handkerchief over the area to help immobilize the fracture. If you cannot splint the fracture, transport the dog on a firm litter made from strips of boards or a sheet of plywood large enough to permit the animal to lie comfortably.

1.8. Internal Injuries.

1.8.1. Symptoms of Internal Injuries. Shallow breathing, paleness of membranes and eyes, or glassy look in the eyes.

1.8.2. First Aid Treatment. Keep the dog quiet and warm. If abdominal contents are exposed, bandage them loosely to the body. If the thorax (chest) has an open wound, cover it with an airtight bandage when the dog exhales, then bandage securely. If possible, have a veterinarian come to the dog's location. Move only if absolutely necessary and then with a litter if available.

1.9. Burns. Animals are seldom seriously burned. However, burns usually occur when the animal is scalded by hot water, grease, hot tar, or other liquids. They may also receive electrical burns from chewing electrical wires. If an animal is trapped in a burning building, in addition to surface burns, it may suffer smoke inhalation.

1.9.1. First Aid Treatment. Apply cold water soaks or ice packs to small burns for

20 minutes to relieve pain. Clip away hair and wash gently with a surgical soap. Blot dry and apply a topical antibiotic such as Panalog ointment. Protect the area by applying a loose fitting gauze dressing.

1.10. Bloat. An acute stomach enlargement due to gas, water, or food. It frequently occurs when animals are fed immediately before or after hard exercise or when the dog is returned to the kennel after work or exercise and allowed to drink too much water.

1.10.1. Signs of Bloat. Enlargement just behind the ribs, primarily on the left side, restlessness and signs of pain in the abdominal region, shallow, labored breathing, and unsuccessful attempts to vomit and/or defecate.

1.10.2. First Aid Treatment. Secure veterinary assistance immediately! If not available, withhold food and water and walk the animal, if possible.

1.10.3. Prevention. To prevent bloating, do not feed dogs within 2 hours before or after training or work. Give small amounts of water during training or working in hot weather to prevent excessive thirst. For the first hour after working or training, provide only 2 inches of water in the bucket. Give more water after the cooling-off period.

1.11. Foreign Objects in the Mouth. Frequently dogs like to play with objects that may accidentally become lodged in the mouth or throat. **NOTE:** Since symptoms of a foreign object in the mouth in some cases are similar to rabies symptoms, take caution when observed.

1.11.1. Symptoms of Foreign Objects in the Mouth. Gagging, coughing, difficulty swallowing, drooling, ropy saliva, and pawing at mouth.

1.11.2. First Aid Treatment. Cautiously and gently open the dog's mouth. Look for any abnormal object in the throat, under the tongue, between the teeth, in the gums, or stuck to the roof of the mouth. Gently try to dislodge the object by moving it back and forth, take care not to push the object deeper into the throat. If no object is seen or if you can't remove it, secure veterinary assistance immediately.

1.12. Poisonous Substances. There are many toxic agents (chemicals) an animal may come in contact with and/or ingest such as insecticides, herbicides, rodenticide, antifreeze, etc.

1.12.1. Symptoms of Poisoning. Symptoms or signs of poisoning vary. Unless you are certain your dog has ingested poison, do not treat for poison.

1.12.2. First Aid Treatment. Secure veterinary assistance immediately! Determine the quantity and type of poison or chemical. If possible keep the container for the veterinarian to examine. If a veterinarian is not available and the dog has not swallowed a corrosive agent such as; gasoline, solvent, kerosene, or similar materials which will cause more damage when vomited back up, make the dog vomit by placing one or two tablespoons of salt on the back of the tongue. You can also place two tablespoons of salt in a cup of water, pour it down the dog's throat, and he will vomit in a few minutes. Keep animal quiet and warm until a veterinarian arrives. **NOTE:** If the animal has swallowed gasoline, solvent, kerosene, or materials of that type, dilute the chemical inside the dog, by encouraging the dog to drink water. Vomiting may cause the dog to aspirate some toxin into the lungs. Some poisons are corrosive and more damage will result by bringing the material back up.

1.13. Accidental Ingestion of Explosive and Drug Training Aids. Occasionally dogs accidentally swallow training aids. If you know this has occurred, take the following action:

1.13.1. First Aid Treatment. Secure veterinary assistance immediately! If veterinary assistance is not available, induce vomiting by placing one or two tablespoons of salt on the back of the tongue.

1.14. Snakebite. Poisonous snakes cause serious illness and death if the dog is not treated immediately. The venom injected by snakes is not completely understood, but does have major effects on the vascular and/or nervous system.

1.14.1. Symptoms of Snakebite. The presence of two fang marks, immediate, severe pain in area of bite, and rapid swelling.

1.14.2. First Aid Treatment. If possible, identify the snake, secure veterinarian assistance immediately, and place an ice pack over the bite area until help arrives. Keep animal as quiet as possible. When the bite is near the throat, swelling may partially or completely obstruct the airway. Position the animal so the head is extended to allow maximum ventilation. Many bites occur on the face or neck of the dog. In these cases, remove the choke chain and loosen or remove the collar and muzzle. Swelling occurs rapidly after snakebites and equipment may restrict breathing.

1.15. Administering Medication.

1.15.1. Capsules or Tablets. Place the fingers of the left hand over the dog's muzzle (mouth) and insert the left thumb between the dog's upper and lower right canine teeth. Press the left thumb against the roof of the mouth to force it open. As the mouth opens, place the medication on the tongue at the extreme rear of the tongue using the right hand. Remove the right hand quickly and allow the mouth to close while maintaining the hold lightly with the left hand. Holding the mouth closed and the head tilted slightly up with the left hand, gently rub the front of the throat with the right hand causing the dog to swallow. Perform the entire procedure quickly and smoothly to reduce the dog's apprehension and resentment.

1.15.2. Liquid Medication. The aid of another person is required. (With the left hand, hold the dog's mouth closed, then with the assistant's right hand, pull the dog's lip away from the teeth forming a funnel at the rear side of the dog's mouth. The dog's nose is then pointed slightly upward. The assistant then pours the liquid very slowly into the funnel.) *Note: Take care not to pour too fast or the dog may choke. Elevate the head only slightly above horizontal. If there are signs of distress on the dog's part, discontinue pouring immediately.*

1.16. Feeding and Watering.

1.16.1. Energy Requirements. Dogs require a diet that satisfies energy requirements. Essential elements include carbohydrates, fats, vitamins, and minerals. These are all contained in the high-caloric food acquired through normal supply channels.

1.16.2. Commercial Food. The base veterinarian must approve use of a commercial dog food.

1.16.3. Caloric Requirements. The dog's caloric requirements are decided by weight, activity, and climatic conditions under which the dog works.

1.16.4. Special Diets. The veterinarian may prescribe special diets for medical reasons.

1.16.5. Feeding Times. Base feeding times on duty schedules.

1.16.6. Availability of Water. Make water available at all times. After working hard in hot weather, cautiously give small amounts of water until the dog has cooled down.

1.17. Symptoms and Control Measures of Diseases and Parasitic Infections.

1.17.1. Parasitic Infections. Animal parasites survive by feeding from the dogs body and are harmful to the animal's health.

1.17.2. Hookworms. The most harmful intestinal parasite which live primarily in the small intestine.

1.17.2.1. Symptoms. Pale mouth and eye membranes, loose stools containing blood, and weight loss.

1.17.2.2. Control. Primarily by feeding rations with a chemical to prevent worms from completing a life cycle, and by keeping the dog's living area sanitary and free of stools.

1.17.3. Roundworms. An internal parasite that robs the infected animal of vital nutrients while living in the intestines.

1.17.3.1. Symptoms. Diarrhea, vomiting, loss of weight, and coughing. The worms (spaghetti like) may be noticed in the stool or vomitus.

1.17.3.2. Control. Done by treating the infected animal and kennel sanitation.

1.17.4. Whipworms. Smaller than roundworms, but longer than hookworms.

1.17.4.1. Symptoms. Diarrhea, loss of weight, and paleness mouth and eye membranes.

1.17.4.2. Control. Same as for roundworms.

1.17.5. Tapeworms. Long, flat, ribbon-like, and segmented. They infect intestines and are noticed in the dog's stool as tiny whitish objects approximately 1/4 inch in length.

1.17.5.1. Symptoms. Not very noticeable but may include diarrhea (often with blood or mucus), loss of weight, and decreased appetite.

1.17.5.2. Control. Treatment of infected animals, good sanitation and control of fleas.

1.17.6. Heartworms. Thread-like parasites, 6 to 11 inches long, are found in the heart and lungs and interferes with the dog's cardiovascular functions.

1.17.6.1. Symptoms. Coughing, loss of weight, difficult breathing, and loss of energy, or stamina. The veterinarian can diagnose the disease with a blood test.

1.17.6.2. Control. Feeding rations with a chemical that terminates the life cycle of a heartworm and controlling mosquitoes in the area.

1.17.7. Ticks. Common in many parts of the world, they attach themselves to the skin and suck the animal's blood, and may transmit disease.

1.17.7.1. Symptoms. Small bumps on the skin. Take extreme care in their removal, they may carry diseases harmful to humans. Grasp the tick as close to the skin as possible (a pair of tweezers is recommended). Pull slowly and gently until the tick is removed. Examine the tick to make sure you removed the head and body from the dog, and not separated from the tick's body, remaining attached to the dog.

1.17.7.2. Control. Spraying the kennel runs and kennel areas with insecticide.

- 1.17.8. Fleas. Torment the dog and spread disease and tapeworms.
 - 1.17.8.1. Symptoms. Found on the dog's skin and crawling in the hair.
 - 1.17.8.2. Control. Individual treatment and kennel sanitation.
- 1.17.9. Lice. External parasites that fall into two categories: biting and sucking.
 - 1.17.9.1. Symptoms. Small white or gray crescent-shaped objects fastened to the dog's hair.
 - 1.17.9.2. Control. Treatment of infected animals.
- 1.17.10. Mites. Two types: ear and mange.
 - 1.17.10.1. Symptoms. Ear mites--the dog will shake and/or scratch its head, and a brown (often dry) discharge from the ear(s) may occur. Mange mites--the dog may experience hair loss, scabbing/crusting skin lesions, and/or skin infections.
 - 1.17.10.2. Control. Treatment of infected animals by the attending veterinarian.

1.18. Canine Infections and Diseases. Microscopic organisms cause contagious diseases transmitted from animal to animal. Zoonotic diseases are contagious diseases transmittable from animal to man. The following diseases, symptoms, and control measures apply:

- 1.18.1. Canine Distemper. Widely spread, highly contagious, and usually fatal.
 - 1.18.1.1. Symptoms. Elevated temperature, loss of appetite, depression, loss of weight and energy, diarrhea, vomiting, coughing, thick discharge from eyes and nose, muscle stiffness and convulsion.
 - 1.18.1.2. Control. Proper sanitation and immunization.
- 1.18.2. Infections Canine Hepatitis. Found mostly in young dogs and spread through urine of infected animals.
 - 1.18.2.1. Symptoms. Same as canine distemper.
 - 1.18.2.2. Control. Immunization and sanitation.
- 1.18.3. Leptospirosis. Known commonly as "Lepto," is caused by a microorganism called a spirochete, transmittable to man.
 - 1.18.3.1. Symptoms. Same as canine distemper.
 - 1.18.3.2. Control. Immunization, rodent control, and thorough cleanup after treating infected animals.
- 1.18.4. Rabies. A disease that like Lepto, transmittable to man, but the transmission is through the saliva of an animal bite.
 - 1.18.4.1. Symptoms. May include sudden change in temperament or attitude, extreme excitement, difficulty in swallowing water or food, a blank expression, slackened jaw, excessive drooling from the mouth, paralysis, coma, and eventually, death.
 - 1.18.4.2. Control. Vaccination. Handlers must prevent contact between their dogs and wild or stray animals. Report contact resulting in bites or scratches to the veterinarian. Capture the biting

animal and hold for observation until released by the veterinarian. Use extreme caution during the capture to prevent bites to personnel.

1.18.5. Other Contagious Diseases. Vaccine cannot treat upper respiratory infection, pneumonia, and gastroenteritis.

1.18.5.1. Symptoms. High temperature, loss of appetite, loss of energy, vomiting, diarrhea, and coughing.

1.18.5.2. Control. Immediate diagnosis and treatment with antibiotics.

1.19. First Aid Kits. The local veterinarian will usually provide several first aid kits to a dog section. Use kits only when a veterinarian is not available. Kits usually contain: roll gauze, 3-inch wide, three each, "4x4" gauze package, three each; thermometer, one each; Panalog (large), two each; tongue depressors, ten each; cotton balls soaked with alcohol, 4-oz jar; hydrogen peroxide, 8-oz bottle; and Beta-dine, 8-oz bottle. The items listed are general in nature. Your local veterinarian approves items in first aid kits. They may add, delete, or change any item(s) in the kits. Replace items used immediately.

1.20. Emergency Veterinary Care. Each MWD kennel facility must have a contingency plan for emergency veterinary care. Thoroughly familiarize all personnel associated with the MWD program with the Emergency Veterinary Plan. Post the plan in the kennel facility and at the law enforcement desk. The plan must include:

1.20.1. Procedures for emergency care during normal duty hours.

1.20.2. Procedures for contacting military veterinarian during duty and non-duty hours.

1.20.3. A list of local veterinarian emergency treatment centers approved by the military veterinarian.

1.20.4. Telephone numbers and directions to the civilian treatment centers.

Chapter 2

PRINCIPLES OF CONDITIONING

2.1. Physical and Social Needs. A dog responds to its environment in order to satisfy physical and social needs. For a dog to learn or perform a task, it is necessary to meet these needs. The handler must ensure all the dog's basic needs are met before expecting to gain the dog's full attention and cooperation. Basic needs include:

2.1.1. Oxygen. Breathing is perhaps the strongest drive. Exercise or excitement creates an increased oxygen requirement which causes panting and could hinder olfactory abilities.

2.1.2. Water. Provide adequate quantities to prevent thirst from interfering with learning or task performance. Do not use water as a reward in dog training.

2.1.3. Prey. A dog's natural tendency to chase, bite, and carry an item the dog perceives as prey. Use as a reward for task accomplishment through chase/bite.

2.1.4. Food. Supply adequate quantities to prevent hunger from interfering with task performance. You may use food as a reward.

2.1.5. Socialization. A period of socialization between dog and handler is required to establish verbal and physical praise as a reward to the dog. This socialization must continue so praise will progressively produce the desired behavior from the dog.

2.1.5.1. Dominant or "Alpha" Socialization. In most cases a dominant dog will fight to achieve rank in a pack or social group. To effectively modify behavior in this type of dog, the handler must gain and maintain the dominant role.

2.1.5.2. Subdominant or "Beta" Socialization. A subdominant dog is driven to perform tasks that will establish its belonging in the pack. This drive can influence the dogs training if the handler has established a positive rapport. Excessive corrections, whether verbal or physical, can degrade the rapport and decrease the dog team's proficiency.

2.1.6. Pain Avoidance. A dog will avoid behaviors which you conditioned him to associate with pain. The use of a physical correction does not, however, teach a dog the correct response to any specific cue. The dog must know the correct response before the handler can use avoidance training.

2.2. Sensing System. A dog perceives its environment through the use of senses. The dog senses its environment much differently than humans. The following discusses dog's sensing capabilities and limitations:

2.2.1. Just Noticeable Difference (JND). Before we can accurately describe the sensing system of a dog, we must first explain JND.

2.2.1.1. JND is the animal's ability to detect slight changes or differences pertaining to a specific sense. All sensing systems are included in this definition. Examples of JND include the smelling of a weak odor as opposed to a stronger odor, the hearing of low volume noises as opposed to louder volumes, the feeling of light pressure as opposed to progressively heavier pressure, and so on. Again, JND applies to all senses of the animal to include:

2.2.1.1.1. JND in odor concentration is the input a dog uses to determine the strongest odor. All dogs have limitations. First, a certain amount of odor concentration must be present. If an adequate concentration is not available, the dog cannot locate the source(s). This minimal level is referred to as the dog's absolute threshold (AT)--a JND between no detectable odor and enough for the dog to recognize 50 percent of the time. The absolute threshold is a fixed amount of odor necessary for the dog to recognize. The absolute threshold of one dog can differ from another; thus, one dog may detect an odor that another dog missed regardless of how well the other dog is trained. In other words, a dog's absolute threshold is the point of recognition of an odor the dog has learned to detect and respond to. Other detected odors don't cause a change in the dog's behavior. **NOTE:** There is an exception: If the odor is very similar to the one the dog learned to respond to, the dog may "stimulus generalize" and make a like response to a similar odor.

2.2.1.2. In order to obtain a reward, the dog learns to detect and respond on progressively higher levels of odor concentration until it reaches the source of the odor, or the highest concentration. The dog will move about, sniffing, until a difference is determined. When the difference is lower, the dog will change direction and continue to search for a concentration of odor which is higher.

2.2.1.3. When the dog locates a higher concentration of odor, it will search for one still higher and so on until it reaches the source or the point of saturation. More odor may exist; however, since there are no more JNDs, the dog is literally at the end of the line. To ask more of the dog requires it to perform beyond its capabilities. If you continue, you will extinguish the behavior the dog originally learned to perform.

2.2.1.4. The dog must receive its reward when it performs well. Likewise, give the dog its reward when it reaches a physical barrier such as a closed door. Reward the dog once it reaches the extent of its capabilities and completed its task.

2.2.1.5. As earlier stated, "JND" applies to all senses. The same is true of the "spectrum." Use it as a visual, sound (volume or pressure), or other spectrum. You can go through the entire list of basic senses and apply the concept of absolute threshold, JNDs, and the point of saturation. By omitting all references to odor and replacing them with terms pertaining to another basic sense, you have an explanation of how this concept applies to all basic senses.

2.2.1.6. It is important to note threshold shifts occur when the sensory system is activated. This means that once activating the dog's sense (remember it applies to all of them), a certain recovery period is required before the dog will detect a smaller amount of odor, light, or sound, etc. The greater the amount of odor, light, or sound, etc., the dog is exposed to, the longer the recovery period before the dog can detect smaller amounts. An example of this effect is demonstrated by going from bright sunlight into a dark room. After a period of time you can see objects in the room you could not see when you first entered.

2.2.2. Sight (Vision). Through conditioning, the dog learns to respond or ignore visual cues in its environment. Cues such as brightness, shape, size, and motion provide information to the dog enabling it to learn required tasks.

2.2.3. Hearing (Audition). Loudness, frequency, direction, and distance provide information about the sound source. Dogs require training if expected to adapt to loud noise such as gunfire, aircraft, machinery, etc.

2.2.4. Smell (Olfaction). The dog can discriminate one odor from another as well as differences in odor concentration.

2.2.5. Pressure. Specialized tactile hairs on the dog provide the capability to detect small changes in air flow and wind direction. Pressure sensors located all over the animal's body allow adjustments in behavior to physical correction, physical reward, and escape training.

2.2.6. Proprioception (Pro-pri-o-cep-tion) (Body Position/Movement). Receptors located in the muscles, tendons, ligaments, and joints send information to the dog's brain about its body positions and body movements. A reward that follows a particular body movement or body position is effective because this sense allows the dog to learn which movements or positions gain a reward when given a cue.

2.2.7. Pain. The dog can detect different levels of pain. Other basic senses alert the dog to impending pain, allowing avoidance. Verbal correction in avoidance training, and the pressure of the choke chain in escape training, are examples of how combining physical and verbal correction become painful to the dog.

2.2.8. Temperature. Extreme temperatures inhibit learning during initial training or in subsequent task performance.

2.2.9. Taste. The dog's sense of taste is important if food is used as a reward. The dog uses this sense to indicate one food preference over another.

2.2.10. Equilibrium (Balance). The dog's sense of balance maintains its body in an upright position. The dog learns to ignore this sensory input in order to accomplish certain tasks such as rolling over.

2.2.11. Vibration. The dog can detect vibrations by way of its vibratory sense. Gradual exposure to an environment with vibration, slowly conditions the dog to ignore it.

2.2.12. Internal Receptors. Internal receptors tell the dog when it is hungry, thirsty, or when it needs to eliminate. It is necessary to ensure the dog is not hungry or thirsty during training or task performance. Provide the dog ample opportunity to eliminate. This allows the dog the best chance to learn without distractions from its internal receptors. At times you may want a dog's internal receptors to register hunger. This is true when food deprivation is used in the training of food reward detector dogs.

2.3. Reward Training. Through this method dogs learn how to obtain a reward by performing a task. Learning is a change in behavior due to practice and is not associated with fatigue or maturation. Socialization of the dog team in initial training is designed to gain reward value of both verbal and physical praise. We use the conditioning model "stimulus discriminative-response-reinforcement" (SD-R-Rf). The dog learns that, given a certain stimulus, it must make a certain response to obtain a reward. Reward training is one way of allowing the dog to learn correct versus incorrect behavior. Reward the dog when it makes a correct, or near-correct response. Do not reward the dog when the dog does not respond or makes an incorrect response. The dog always decides the value of the reward.

2.3.1. Reward Schedules. There are six types of reward schedules:

2.3.1.1. Continuous Reward Schedule (CRS). A reward is given immediately when the dog makes a correct or near-correct response. Assisting the dog to assume a particular position is permissible, but remember to reward the dog while it is in position. Shaping the dog to make the cor-

rect response will require a slight delay in giving the dog a reward. An excessive delay of a reward could lead to frustration.

2.3.1.2. Extinction Schedule (EXT). Never reward the dog when it fails to respond, or makes an incorrect response. The extinction schedule in conjunction with the continuous reward schedule in initial training, provides information to the dog, teaching it the desired response. If the reward is of sufficient value, the dog will select the right response. The dog must perform each task with 100 percent accuracy before proceeding to the fixed ratio and variable ratio reward schedules.

2.3.1.3. Fixed Ratio Reward Schedule (FRRS). Give a reward to the dog after it makes two or more correct responses. To start a dog on this schedule, every second correct response is rewarded. When the dog consistently makes two responses to obtain a reward, require three responses. By increasing the number of responses, one at a time, and allowing the dog to perform at each level with 100 percent proficiency, you can attain a high FRRS. If the proficiency is inadequate at any time, decrease the number of responses required to obtain a reward. Then proceed as before, adding one response at a time. For example:

2.3.1.3.1. Two correct responses = one reward.

2.3.1.3.2. Three correct responses = one reward.

2.3.1.3.3. Four correct responses = one reward.

2.3.1.4. Variable Ratio Reward Schedule (VRRS). Once the dog has learned to perform on a high FRRS, use the VRRS. A dog must learn the maximum number of responses by this FRRS schedule. Select a range (Example: 5 to 10 responses) of responses required and reward the dog on a random basis, within this range. (Example: The dog learned to respond correctly 15 times on a FRRS. Reward the dog somewhere between 5 to 10 correct responses on a random basis. The dog will learn that it must correctly respond at least 5 times, but will have to respond correctly more than 10 times in order to obtain a desired reward. This reward schedule, once attained, gives you greater control of behavior than the CRS or the FRRS.)

2.3.1.5. Fixed Interval Reward Schedule (FIRS). A reward is given when the dog is required to respond for a fixed period of time. In initial training, select a short period of time. If the dog does not respond correctly, select a shorter period of time until the dog responds correctly to obtain a reward. As in the FRRS, add short periods of time (example: 5 seconds) to the interval and require the dog to attain 100 percent accuracy at each interval. If the dog fails to respond correctly for the required length of time, readjust the time requirement of a response to a lower time requirement.

2.3.1.6. Variable Interval Reward Schedule (VIRS). Once the dog has learned to perform a task for a specified period of time on a FIRS ("STAY" in the "SIT" or "DOWN" position for 3 minutes) use the VIRS. Select a time range (1 to 2 minutes) and reward the dog on a random basis within this time period. (Example: The dog learned to respond correctly for 3 minutes on a FIRS. Reward the dog somewhere between 1 and 2 minutes on a random basis. The dog will learn it must respond for at least a minute and will have to respond for more than 2 minutes to obtain a reward.) This reward schedule gives you greater control of your dog's behavior than the FIRS.

2.3.2. Avoidance Training. Use avoidance training in conjunction with reward and escape training. The dog learns to avoid an incorrect response in order to prevent a verbal and/or physical correction. Follow a CRS in avoidance training, that is, every time the dog makes an undesired response, it receives one correction. Use verbal correction initially to determine if it will control undesirable

behavior. If verbal correction does not control undesirable behavior, give verbal and physical correction simultaneously for each incorrect response. Pairing verbal and physical correction will, after a number of trials, allow the dog to learn how to avoid making an incorrect response, thereby **avoiding** the verbal and/or physical correction. The dog determines the severity of verbal and physical corrections. When first applying verbal and physical corrections, start with a low verbal and a low physical correction level. Increase the verbal and physical correction levels gradually when the dog continues to make wrong responses. The dog's behavior determines the level of correction required. Give verbal and physical corrections only during the time the dog is in the process of making an incorrect response. Corrections at any other time do not provide the dog efficient learning cues. More than one correction per incorrect response is punishment. Punishment does not allow the dog to learn efficiently. Improper application of avoidance training degrades the value of the verbal and physical praise used as a reward. Use of avoidance training may result in undesired behaviors such as handler avoidance, handler aggression, low flight drive, or run-away dogs. Trainers must remain alert to indications of these behaviors. The use of avoidance in detection training is prohibited.

2.3.3. **Escape Training.** In escape training, the dog learns to make the correct response to terminate pain or pressure. (Example: While walking the dog, the handler applies pressure to its neck by holding the choke chain next to his/her left leg, this causes pressure to increase if the dog does not maintain proper position. After a relatively short time, the dog will find the point when the pressure terminates and will learn to remain in that position--the HEEL position). Use this method to teach the dog the SIT and DOWN positions. Additionally, use escape training method to teach the dog to stay in the proper HEEL position while the handler varies their speed while walking, running, or marching.

2.4. Learning Acquisition. Define the final response for every required task. This includes what, when, where, how long, etc. (Example: The dog is required to "STAY" in the "SIT" position "3 feet" from the handler for "3 minutes." Successive additions of time and distance will condition the dog to respond for the required time period and distance from the handler.)

2.5. Stimulus Control. The ability to control the dog's behavior is a result of gaining stimulus control. The dog has learned that a request or a certain command allows it to perform a certain task in order to obtain a reward. Initial socialization training of the dog and handler is designed to increase the value of verbal and physical praise.

The dog must accept verbal and physical praise as high in incentive value for effective reward training. The ball, other play objects, or food (detection task) provides greater reward strength, which assists in gaining greater stimulus control. Failure to use avoidance training correctly reduces verbal and physical praise value. Failure to use reward schedules correctly also reduces the value of verbal and physical praise. The VRRS and VIRS provide greater stimulus control than the remaining reward schedules.

2.6. Stimulus Generalization. When a dog learns to respond to a stimulus, a similar stimulus may cause it to make the same response. In detection training, the dog may respond to an odor similar to the odor trained.

2.7. Conditioning Techniques. Basic dog training techniques include knowledge, patience, and practice. First, knowledge of the principles of conditioning is essential to effective training. Secondly, the handler must have patience, allowing the dog time to progress. The dog determines when to proceed in training. Thirdly, the team must practice effectively.

2.7.1. The Conditioning Model (SD-R-Rf). Use this model in training a dog to learn a task. We use three symbols in the model: "SD" is known as the stimulus discriminative and is referred to as the stimulus; "R" is known as the response; and "Rf" is known as the reinforcement or salary. For this model to work, you must pair the "SD" with the "R" and the "R" with the "Rf." Before giving an example of how this works, remember the command (stimulus) a handler proposes to use in order to obtain a response means nothing to an untrained dog. Therefore, the handler must provide cues that guide the dog to the specific response and pair the "will be" stimulus with the response. Now the example: The final response is "SIT" at the handler's left side. The handler begins by providing the cue with pressure (escape training) of the choke chain and leash, to draw the dog near the HEEL position. By applying upward pressure (escape training) on the dog's neck with the choke chain and downward pressure (escape training) on the dog's hindquarters, the dog sits. You begin saying the word "SIT" and verbally reinforce the response. Eventually, after pairing the response with the reward, the dog will learn that the stimulus is SIT, and soon the stimulus will cause the response without providing additional cues.

2.7.1.1. Positive/Negative Aspects of the Conditioning Model. The dog makes either a positive or negative response. The reinforcement can also be positive or negative. Normally, the handler controls the reinforcement.

Example:	SD	-R-Rf
(Handler)	(dog)	(Handler)
SIT command	Position of down	No + Rf

2.7.1.2. The Conditioning Model in Initial Reward Training. In initial reward training, the reward is simultaneous or follows the response as closely as possible. When the dog learns to respond to cues you gradually delay the reward on a FI schedule and eventually put the dog on a VIRS. In avoidance training, you must pair physical and verbal correction. For maximum learning to occur, the time between the onset of one and the onset of the other should not exceed 0.5 seconds. Pair "NO" with each physical correction so that "NO" does not become an unconditional stimulus. A period of at least a second should separate "NO" and any other command after it has become a conditioned stimulus. Example: "NO, HEEL," "NO-OUT, HEEL," "NO, SIT," "NO, DOWN," and "NO, STAY."

2.8. Learning Transfer. There are two types of learning transfers; positive and negative.

2.8.1. Positive Transfer. When learning has a positive transfer, it contributes to future learning. Learning to "SIT" to a verbal and physical cue transfers positively to learning to "SIT" at the location of an odor in drug and explosive detection.

2.8.2. Negative Transfer. When learning has a negative transfer, it doesn't contribute to future learning--it has a detrimental effect. (Example: A dog learning to attack and then attempting to learn a standoff.)

2.9. Aggression. Understanding the dog's tendencies in the area of aggression can aid in conditioning the dog to perform desired tasks.

- 2.9.1. Prey (Predatory). Same as paragraph **2.1.3**.
- 2.9.2. Dominance. Relative rank within a social group.
- 2.9.3. Fear Induced. Aggressive behavior as a reaction to a perceived threat.
- 2.9.4. Intrasexual. Instant aggression between animals of the same sex.
- 2.9.5. Learned. Training enhances or modifies natural tendencies.
- 2.9.6. Material Protective. Guarding objects from others.
- 2.9.7. Handler Protective. Protection of human pack leaders.
- 2.9.8. Pain Induced. Aggressive reaction toward cause of pain.
- 2.9.9. Play. Can be misinterpreted or overcorrected.
- 2.9.10. Redirected. Attacks on neutral objects as a result of over excitement or frustration.
- 2.9.11. Territorially Protective. Defending specific areas, such as kennels, crates, or vehicles.

Chapter 3

PATROL DOG TRAINING

3.1. Obedience Commands. Give voice commands sharply, crisply and in unison with the corresponding hand command. After the handler/dog team becomes proficient, you may give the commands and/or gestures independently. The commands start with the instructor, directed at the handler, (e.g., Instructor, "SIT DOG, COMMAND"; Handler, "SIT" with a hand gesture.)

3.1.1. Obedience Commands beside the Dog. Teach all basic obedience commands first on leash with the dog at the handler's left side. These commands and correct responses start and end with the dog in the HEEL/SIT position.

HEEL. The initial command and response is "HEEL." There are two HEEL positions for the dog--one is for marching and the other is for the stationary HEEL/SIT. Whether marching or in the HEEL/SIT position, ensure the dog's right shoulder is even with the handler's left leg, and the dog's body is parallel to the handler's body. The dog should not forge ahead or lag behind.

3.1.1.1. Give the verbal and manual "HEEL" when the handler starts forward movements, changes direction, and at one pace before coming to a halt. Give the hand gesture by slapping the left leg with the open left hand, while commanding "HEEL." When called to attention, give the command HEEL as the left foot strikes the ground. At the command "Forward MARCH," give the command "HEEL" with the first step forward. If a dog lags behind, coax the dog into the HEEL position (NOT JERKED) by patting the left leg, snapping the fingers, calling the dog's name, or verbally encouraging the dog. On movements to the left, give the command "HEEL" after the handler's right foot begins to pivot. This prevents the dog from blocking the pivot movement. On movements to the right and the rear, give the command "HEEL" as the handler pivots. The dog can then assume the HEEL position before the movement is completed.

3.1.1.2. Heel/Sit. After the dog learns to walk in the HEEL position, it must learn to HEEL and then SIT in the HEEL position. Once the dog has learned the separate responses of HEEL and SIT, the next step is to teach the dog to SIT automatically in the HEEL position when stopped without further command.

3.1.1.2.1. When the instructor gives the command "SIT DOG, COMMAND", the handler gives the command "SIT," while grasping the leash several inches above the choke chain with the right hand. Place the palm of the left hand over the dog's hips with the fingers positioned at the base of the dog's tail, apply upward pressure on the leash while pushing down on the dog's hindquarters. As the training progresses, the dog should no longer require physical assistance.

3.1.1.2.2. In learning the command SIT, the dog may get slightly out of position. If this occurs gently reposition the dog. Every time the dog assumes the correct position praise the dog. Take care not to make praise excessive, since this may cause the dog to break position.

3.1.1.3. Down. When the instructor gives "DOWN DOG, COMMAND," and when the handler gives the command "DOWN," the dog must promptly lie parallel to the handler with its right shoulder in line with the handler's left foot.

3.1.1.3.1. The handler introduces the command "DOWN" when the dog is in the HEEL/SIT position. Give the hand gesture along with the verbal command. Some dogs may resist going

down because it places them in an unnatural position. Therefore, use caution since the dog could bite the handler. The handler first bends down and grasps the leash just behind the snap or the choke chain ahead of the snap depending on how much space is needed to apply downward pressure on the leash. Then, while giving the DOWN command, apply pressure firmly toward the ground until the dog lies down. If the dog assumes the DOWN position without resistance, the handler should praise verbally before returning to the position of attention. Take care not to make praise excessive; this may cause the dog to break position. Use the command "STAY" before returning to the position of attention.

3.1.1.3.2. To place a resisting dog in the DOWN position, the handler kneels down and grasps the leash just behind the snap with the left hand; then place the right arm behind the right front leg and grasp the left front leg about 6 inches above the foot. While pressing down on the leash, command "DOWN" and push the front legs forward until the dog is in the DOWN position.

3.1.1.3.3. Once the dog has learned the DOWN command, you may need to correct the dog's position. If this occurs, give the command "SIT"; and after the dog sits, repeat the down process. Take care not to move the left foot while correcting the position since the dog is trained to line up on the left foot/leg.

3.1.1.4. Stay. The stay command is introduced while the dog is in the HEEL/SIT position and used for any position you commanded the dog to assume. Ensure the hand gesture is distinct, decisive, and executed in the following manner:

3.1.1.4.1. Lock the Left Arm at the Elbow. Turn the hand until the palm faces rear and open it until the fingers are extended and together. Move the extended, locked arm forward until the arm and body make an angle of approximately 45 degrees. Bring the flattened palm smartly straight back toward the dog's face, stopping immediately in front of the nose. Drop the arm directly back to the left side.

3.1.2. Commands Away From The Dog. Once the team is proficient in movements with the dog in the HEEL position, progress to movements and positions with handler and dog separated by varying distances.

3.1.2.1. "End of the Leash, Move." After giving this command, the handler gives the hand and voice command "STAY," then takes one step forward, right foot first, and pivots 180 degrees left to face the dog. As you make the pivot, transfer the leash from the right hand to the left. At the completion of the pivot, place the left hand in front of the belt buckle with the loop of the leash over the left thumb and the fingers curled around the leash as it continues down past the palm of the left hand.

3.1.2.2. "Stay" at End of Leash. When at the end of the leash with the leash in the left hand and in front of your belt buckle, give the command "STAY" (verbal and hand).

3.1.2.2.1. With fingers extended and together, bring the right hand to shoulder level, palm toward the dog. Push the palm toward the dog's face smartly, commanding "STAY." Smartly drop hand and arm directly to the side.

3.1.2.3. "Return to the HEEL Position, Move." After you give the verbal and manual command of "STAY," step off with the right foot to the right flipping the leash to the left so that the leash rests on the right side of the dog's neck. This will keep the leash from hitting the dog in the face.

Walking in a small circle around the dog to the rear returning to the dog's right side. Take up the slack in the leash and transfer it back to the right hand. Praise the dog verbally and physically.

3.1.2.4. "DOWN" at End of Leash. With the dog in the HEEL/SIT position, give the command "STAY" and move to the end of the leash changing the leash to the left hand. Take one step forward with the right foot and grasp the leash about 6 inches from the snap. Exerting pressure downward on the leash, verbally command "DOWN." When the dog is in the DOWN position, give the command "STAY" and bring the right foot back to the starting position. At the point when the leash pressure is no longer needed, introduce the hand gesture for down. Lock the elbow, extend the fingers and rotate the arm in a full circle to the rear, until the arm is at shoulder level and parallel with the ground, palm down. While the arm is making the circle, give the verbal command "DOWN."

3.1.2.5. "SIT" at End of Leash. The command "SIT" is introduced when the dog has learned the command "DOWN/STAY." With the dog in the DOWN position, the instructor gives the command "SIT DOG, COMMAND." The handler steps forward one step with the right foot, grasps the leash about 12 inches above the choke chain, exerts upward pressure on the leash and gives the command "SIT." When the dog sits, give the command "STAY", give verbal praise, then return to the original position. When the dog is sitting, without using leash pressure, introduce the manual gesture as follows. Extend the fingers of the right hand and lock the elbow. Turn the flattened palm toward the dog. Smartly lift the extended arm to the horizontal shoulder position and command "SIT." Drop the arm smartly back to the side. Praise verbally but not excessively.

3.1.3. Commands and Moves for the Handler/Dog at End of Leash.

3.1.3.1. Circle Dog. The handler gives the command "STAY" and steps off with the right or left foot depending on the direction of the command. As you make the circle around the dog, flip the leash around the dog's neck to the opposite side of the beginning direction of the circle. Take care during the circle movements not to stretch the leash taut causing the dog to break position.

3.1.3.2. Step Over the Dog. The same procedures apply as the Circle Dog, with the exception that the dog is in the DOWN position so that the handler can step over conveniently.

3.1.3.3. Straddle Dog. The handler gives the command "STAY," steps forward with the right foot, lowers the leash, steps over it with the left foot, and proceeds to straddle the dog who is in the DOWN position. When the handler gets to the rear of the dog, to the left 180 degrees, step over the leash with the left foot, straddle the dog, and return to the end of the leash. As the handler makes the turn to face the dog again, he/she returns the leash to the left hand.

3.1.3.4. Recall Dog. With the handler at the end of the leash, the instructor commands, "RECALL dog, COMMAND." The handler gives the verbal and manual command of "HEEL" and if necessary calls the dog's name to get its attention. If the dog is reluctant to come on command, you may have to apply slight pressure on the leash with some verbal coaxing to get the dog to come. As the dog is returning, take up the slack in the leash and guide the dog into the HEEL position.

3.1.4. Military Drill. In all formations, the dog remains in the HEEL/SIT or marching HEEL position.

3.1.4.1. Attention. The position of attention is a two count movement. At the preparatory command "SQUAD," the handler comes to attention. At the command "ATTENTION," the handler

takes one step forward with the left foot and gives the command "HEEL." When the right foot is brought forward even with the left, the two-count movement is complete and the dog should be in the HEEL/SIT position.

3.1.4.2. Parade Rest. At the preparatory command of "PARADE," the handler gives the command and manual gesture "DOWN." At the command of execution "REST," the handler gives the command and manual gesture "STAY," then steps over the dog with the left foot straddling the dog. The handler places his/her left hand behind his back. To resume the position of attention, use the preparatory command "SQUAD," at which time the handler gives the command "STAY." At the command of execution ("ATTENTION"), the handler steps back over the dog and gives the command "HEEL."

3.1.4.3. At Ease/Rest. When given the command, keep the left foot in place while the dog remains in the HEEL/SIT position.

3.1.4.4. Fall Out. When given the command, the handler leaves ranks and puts the dog on break.

3.1.4.5. Fall In. The handler and dog resume their previous position in ranks at the position of attention with the dog in the HEEL/SIT position.

3.1.4.6. Right Face. "RIGHT FACE" is a four-count movement. At the command of execution "FACE," the handler takes one step forward with the left foot, commands "HEEL" and pivots on the balls of both feet 90 degrees to the right. They then take one step forward with the right foot, bringing the left foot even with the right. The handler then commands "HEEL" and returns to the position of attention.

3.1.4.7. Left Face. "LEFT FACE" is a four-count movement. At the command of execution "FACE," the handler takes one pace forward with the right foot, pivots on the balls of both feet 90 degrees to the left and commands "HEEL." They then take one step forward with the left foot, bringing the right foot even with the left and returning to the position of attention.

3.1.4.8. About Face. "ABOUT FACE" is a four-count movement. At the command of execution "FACE," the handler takes one step forward with the left foot, commands "HEEL," then pivots 180 degrees and gives the command "HEEL." On the completion of the pivot, the handler takes one step with the left foot bringing the right foot beside it, and returning to the position of attention.

3.1.5. Drill Formations. Four drill formations are used to teach basic obedience. Each is designed for a specific purpose, yet is flexible enough for other phases of training. For safety, allow intervals of 15 feet between dog teams during initial obedience training. When handlers can control their dogs, you may reduce this distance.

3.1.5.1. Circle Formation. In this formation, the dog can learn the HEEL position. It requires walking at the handler's side without sharp turns. The instructor is usually in the center of the circle for better observation of the dog teams.

3.1.5.2. Square Formation. This formation is excellent for teaching the dog the HEEL position when the handler is making sharp turns.

3.1.5.3. Line Formation. The line formation is used effectively during basic, intermediate and advanced obedience.

3.1.5.4. Flight Formation. The flight formation is introduced after the dog teams demonstrate proficiency in the circle, line, and square formations. Use it for moving groups of dog teams from one location to another.

3.1.6. Intermediate Obedience. This training differs from basic obedience in distance only. In intermediate obedience, use the 360-inch leash instead of the 60-inch leash. Once the 360-inch leash is attached, the handler should start at the same distance as with the 60-inch, then gradually increase distance and time spent at the end of leash. During intermediate obedience, if the dog fails to perform any specific command, the handler should walk back to the dog and put the dog in the desired position. While

approaching, give the command "STAY," only if the dog starts to break position. After making the correction, use shorter distances for later trials. Never run back to the dog or make threatening gestures. This may make the dog break position and run.

3.1.7. Advanced Obedience. Advanced obedience allows the dog to learn to execute commands given at a distance, off leash. To begin off-leash training, the handler must execute basic command and movements with the dog at his/her side. (This gives the handler an opportunity to test the dog's reliability, and revert to using the long or short leash to correct deficiencies.) This obedience training at the handler's side should continue until the handler believes the dog will perform among other teams without hostility. As training progresses, the handler moves out in front of the dog a short distance and gradually increases the distance and time periods away from the dog. The dog's performance will determine distance from the handler. Normally, 50 feet is the maximum distance. When the handler moves back to the dog, the handler should circle around and step or jump over the dog. These movements teach the dog to remain in position until otherwise commanded. This stage of training should require only a minimum number of corrections. If the dog does not respond correctly and consistently to commands, the handler must return to the preliminary off-leash exercises and repeat them as often as required.

3.2. Obstacle Course. As an MWD team becomes proficient in basic obedience and associated tasks, introduce the obstacle course for the purpose of building the dog's confidence in negotiating similar obstacles the dog may encounter in the field. The obstacle course also conditions the dog and builds handler confidence in the dogs abilities. The determining factors for length of time spent and frequency of obstacle course use include dog's age, physical condition, and weather conditions.

3.2.1. Obstacle Course Training Procedures. The dog jumps or scales obstacles on the command "HUP," and when commanded, returns to the HEEL position. As in other training, first teach the dog to complete exercises on leash. This allows the handler more control while guiding the dog over obstacles. As the dog's proficiency increases, train the dog off leash. A dog may hesitate to jump over a hurdle. It is best to use a hurdle with removable boards and lower it so the dog can walk over it. Exerting pressure upward on the leash will cause the dog to balk or hesitate. When the hurdle is lowered, the team approaches it at normal speed, and the handler steps over it with the left foot and commands "HUP." If the dog balks, the handler helps it over by coaxing and repeating the command "HUP." After crossing the hurdle, the handler praises the dog, and gives the command "HEEL." As the dog progresses, add boards until attaining a height of 3 feet. Thereafter, when the handler is two paces from the hurdle, give the command "HUP." Instead of stepping over, the handler passes around to the right of the obstacle while the dog passes over it. (Allow more than two paces from the hurdle if necessary.) As the dog's front feet strike the ground, the handler commands "HEEL," adjusting the

distance in front of the dog so there is room to recover from the jump and assume the HEEL position. Immediately after the dog is in the HEEL position, give praise. Vary hurdle procedures somewhat for the window, scaling wall, catwalk, and stairs. For the window, the handler must transfer the leash from the right hand to the left and throw the leash through the window catching it on the other side. If the dog hesitates, put the front feet in the window and coax the dog through. For scaling the wall, the dog must have more speed on approaching and you must give the HUP command sooner. Adjust the wall to the dogs abilities during initial training gradually increasing the incline. For the catwalk, the handler may have to guide the dog onto it and steady the dog's balance while it crosses. The dog must walk up and down the stairs. If wet, remove the water from the stairs prior to use. The handler may have to walk over the steps with the dog if it hesitates.

3.3. Controlled Aggression. With exception of detection training, controlled aggression is the most intricate aspect of military dog training. Supervisors must ensure that each dog is trained and maintained at maximum proficiency.

3.3.1. Attack "GET 'EM." Give the command only once. Give further encouragement if necessary. During on leash agitation, the handler must maintain position and balance by spreading the feet at least shoulder-width apart, one foot slightly forward of the other. Flex the knees and bend slightly at the waist. While extending the arms, unlock elbows. Not following this procedure could cause the handler to lose balance and cause serious injury to another handler or dog.

3.3.2. "HOLD 'EM." Give command in an encouraging tone of voice while the dog is biting. If the dog releases the bite, repeat the command "GET 'EM," then repeat "HOLD 'EM."

3.3.3. "OUT." Give this command to cue the MWD to cease attack. A properly trained dog will release the bite and on receiving the command "HEEL" return to the handler. Upon successful completion, the handler must physically and verbally praise the dog. If the dog does not release the bite, the handler should wait 3 seconds and repeat the "OUT" command or command "NO-OUT." If the dog does not release after the second command, the handler should repeat "NO-OUT" and apply a physical correction. **NOTE:** The dog must know the task before using the physical correction! You can teach the "OUT" command before the dog is actually biting the wrap. Do this with end of leash agitation The handler should give the command "OUT, HEEL" and use the leash to guide the dog back to the HEEL position. The handler must physically and verbally praise the dog when it ceases aggression.

3.3.4. "STAY." A properly trained MWD will remain in the stay position until you give another command. During controlled aggression exercises, use the command "STAY" to notify the agitator that you are ready for exercise initiation. You may find the DOWN position helpful in preventing some dogs from breaking position.

3.3.5. "WATCH 'EM." Given in a very suspicious tone of voice to put the MWD on guard. If during agitation, the dog loses interest, repeat the command.

3.4. Agitation.

3.4.1. Agitator's Role. The agitator plays an important role in agitation exercises; therefore, thoroughly instruct persons acting as agitators on what to do. As an agitator, you may use a supple switch, a burlap bag, an arm protector, or a rag to provoke the dog without actually striking him. The dog's level of aggression will determine the need for using such training aids. The agitator's actions should

replicate actions of real life subjects, the dog may encounter. The dog must always win and never be backed down.

3.4.2. Aggressiveness. To determine the degree of aggressiveness or develop aggressiveness of the dog, conceal the agitator upwind of the dog team. The handler, while maintaining a safety leash, approaches the area concealing the agitator.

The agitator will attempt to attract the dog's attention through normal suspect/intruder actions. Weaker dogs may require the agitator to slightly increase movements and/or make additional noise to gain the dog's attention. Meanwhile, the handler must watch the dog closely to provide timely assistance by encouraging the dog in a low suspicious voice, to "WATCH 'EM." When the dog detects the intruder, the handler must encourage the dog immediately. If the dog shows no interest, the agitator should show himself/herself and move away suspiciously as the team gets within 10 feet.

3.4.2.1. Under Aggressive. This type dog will fail to exhibit interest in the agitator even as they move away suspiciously. To develop aggression in these dogs, use the chase method. The agitator provokes the dog. As the dog shows aggression, the intruder will run away while continuing to make noise, while the team gives chase. After running 20 yards or so, the agitator will throw up an arm to indicate the direction they intend to turn. The agitator will turn in that direction, and the team will turn in the opposite direction. The handler should exercise care not to jerk the dog off the chase, causing an unintentional correction.

3.5. Control.

3.5.1. Building Control. To build control, give the dog "STAY" in the HEEL/SIT position and have the agitator move in from a distance of approximately 20 feet. The agitator may use a play rag, puppy tug, or arm protector. The agitator should approach the dog team in a manner that arouses the dogs suspicion. The handler should give the dog the STAY command and reinforce the command as necessary. The agitator will then retreat back to the starting position and cease movement. The handler should physically and verbally praise the dog. If the dog breaks position, the handler should command "NO-STAY", guide the dog back into position and repeat the command stay. If the dog continues to fail the STAY command, the handler must adjust the severity of the corrections to meet the level that will effectively change the dogs behavior. Once the dog is proficient in this scenario, the agitator will move in closer to the dog team and act in a more suspicious manner thus increasing dog stimulus to aggress. As the dog becomes proficient at this level, introduce the wrap and command the dog to bite. Use the same process to train the dog to release the wrap as you did in the initial scenario. You may need to increase the level of correction or revert to the previous method. If the dog fails to progress at this level, return to the initial scenario.

3.5.2. Commands of "OUT" or "NO-OUT." After the dog demonstrates proficiency in biting and holding, the agitator can hold the rag/protector. The handler will command "OUT" or "NO-OUT" when the agitator ceases movement.

3.5.2.1. If for any reason the intruder is hurt or bitten, they should signal the handler by raising the free arm above their head. The handler should immediately give the "OUT" command and physically gain control of the dog.

3.5.3. False Run. This enables the handler to gain complete control over the MWD while subjected to various suspicious actions by the agitator. As proficiency increases, you may conduct this exercise off leash.

3.5.3.1. Training Procedure. Put the dog in the HEEL/SIT position and give the "STAY" command. The agitator, wearing the arm protector, stands about 20 feet away and begins moving suspiciously toward the team. As the agitator(s) get within 4 feet of the team, they suddenly turn and run back to where they started. The dog must remain in the "HEEL/SIT" position during the entire movement of the agitator(s). If the dog stays and doesn't exhibit aggressiveness, give the dog lavish praise. If the dog breaks position, correct it immediately and repeat the exercise. Take care to let the dog have a bite at irregular intervals to keep the dog from becoming too frustrated, and as an indirect form of praise. Correction must not be too harsh. Training in "STAND OFF" and "FALSE RUN" phases can be very difficult, especially for dogs with a high fight drive.

3.5.4. Attack and Apprehension. Used to teach the dog, on command, to pursue, attack, and hold an individual.

3.5.4.1. Training Procedure. Proficiency in all phases of obedience and timely response to commands is required prior to starting attack and apprehension. Begin with the MWD in the HEEL/SIT position off leash and give the command "STAY." To begin the exercise, the agitator should stand or move around suspiciously at a distance of 40 or 50 feet. Prior to releasing the dog the handler will give a warning order "Halt or I will release my dog," warn bystanders to cease all movement. When the handler commands "GET 'EM," the dog should pursue and attack. The handler follows the dog as closely as possible. If the suspect stops or indicates surrender, the handler will call the dog off the pursuit (stand-off). If the dog makes contact with the agitator/suspect, the handler will call the dog "OUT" once the situation is under control. **DURING TRAINING ONLY**, when the dog is biting, the handler provides encouragement and commands "HOLD 'EM." After a short struggle, the agitator ceases movement, and the handler commands "OUT" and, as the dog releases, "HEEL." Give praise when the dog returns to the HEEL/SIT position.

3.5.4.2. Training Realism. Conduct training in the dog's working environment when possible. Training problems must replicate "real-life" scenarios as much as possible to include the frequent use of hidden arm protectors.

3.5.5. Search of a Suspect. Search apprehended personnel as soon as possible. In most instances, it is best to have another security police person conduct the search with the dog team as back up. If no other police personnel are present, the handler may search the suspect with the dog in the GUARD position. Ensure the dog can observe the agitator/suspect at all times.

3.5.5.1. Training Procedure. After apprehending the agitator/suspect tell him/her to move to a position 10 feet in front of the team. **NOTE:** There are three types of searches: standing, kneeling, and prone. The type of search to use with a dog team depends on an evaluation of the situation. However, the most common is the standing search. This search technique allows the dog total unobstructed view of the suspect as you search and handcuff. Prior to the search, place the dog in either the SIT or DOWN position and inform the agitator/suspect not to make any sudden or aggressive movements or the dog will attack. The handler gives the dog "STAY," moves forward (right foot first) to search the agitator, left side first. Do not pass between the agitator/suspect and the dog. After searching both sides, the handler moves to a position approximately 10 feet to the rear and 2 feet to the right of the agitator/suspect and recalls the dog by commanding "HEEL." If the dog attempts to bite again or shows undue interest in the agitator/suspect, issue an immediate correction. When the dog returns to the proper HEEL position, give lavish praise.

3.5.6. Reattack. During a search, the MWD must learn to reattack. If, during the search, the agitator/suspect attempts to run away or attack the handler, the dog must immediately pursue and bite and hold the agitator without command. In the early stages of or periodically during proficiency training, the handler may have to command "GET 'EM." Excessive training in this area may result in a dog anticipating the moves of the agitator/suspect, causing loss of control by the handler.

3.5.7. Escort. After apprehending and searching a suspect, you may find it necessary to escort the apprehended individual out of the immediate area to a vehicle. Maintain a distance of at least 10 feet behind the agitator/suspect with the dog in the HEEL position. Under no circumstances should the handler get between the agitator/suspect and the dog. When the agitator/suspect has reached the desired location the handler desires, the handler commands the agitator/suspect to halt, stops, and gives the dog the "HEEL" command.

3.5.8. Stand Off and Attack. The purpose of the stand off is to develop control needed by the handler to call the MWD back from a bite and hold command.

3.5.8.1. Training Procedure. The agitator moves toward the dog acting suspiciously. At a distance of 4 feet, the agitator turns and runs. When the agitator gets about 30 feet from the team, the handler commands "GET 'EM." When the agitator hears the command, they should stop and cease movement. The handler commands "OUT" and, if necessary, "NO-OUT." When the dog's attention is diverted by the "OUT" command, immediately give the command "HEEL." If the dog comes back and heels properly, praise lavishly.

3.5.9. Gunfire and Cover Command. The primary purpose of gunfire training is to condition the dog to perform all required tasks satisfactorily when gunfire is introduced to the scenario. The dog should not react aggressively, unless commanded by the handler, nor should it display an avoidance behavior toward gunfire. Training should be conducted both with the handler and agitator/suspect firing the weapon, however, gunfire associated with agitation or attack training should be kept to an absolute minimum.

3.5.9.1. Training Procedure. Under no circumstances will a dog be backed down or defeated in gunfire training. Conduct gunfire training using only authorized blank ammunition. Ensure the muzzle of the firearm is always pointed in a safe direction.

3.5.9.2. Conduct gunfire training in all phases of training. It is best to use a small caliber weapon, casually and intermittently. Begin initial gunfire training from a distance of at least 70 yards and include it in all phases of training. As the dog performs satisfactorily, move gunfire gradually closer to the dog. Reward the dog when it ignores gunfire. Do not reward the dog when it shies away from or aggresses toward gunfire. As the dog accepts gunfire at varying distances, introduce advanced training. Progress to larger caliber weapons and, if possible, expose the dog gradually to mortar, artillery, and grenade simulators. When the dog is proficient in gunfire, introduce the command "COVER." This simply means that on the command of execution, the handler gives his dog "DOWN" and assumes the prone position.

3.6. Scouting. Scouting is the most effective procedure to locate intruder(s) hidden in a large area. The following factors affect the MWD's ability to scout.

3.6.1. Wind. Wind is the most important and variable factor in scouting. It carries the human scent either to or away from the dog; therefore, the handler must remain aware of direction and velocity at all times. It may not be feasible to drop hair or a blade of grass to check wind direction. At night, the

best way to check the wind direction is to remove the hat and turn slowly until the breeze creates a cool feeling on the upper forehead where the hat band caused slight perspiration.

3.6.2. Terrain. The next important consideration is terrain. Besides manmade structures, there are trees, bushes, large rocks, high grass, and many other natural variations. Odor cannot pass through obstacles, so it must go over, under, or around them.

3.6.3. Additional Factors. Additionally, the MWD trainer and agitator must remain aware of the wind direction and their route when walking within the area that the dog will search. Agitators should always approach the area from the upwind flank to ensure the dog does not cross the path and track the agitator. Trainers should also take the same precaution when training multiple dog teams. The agitator should be moved between scouting problems so dogs cannot track each other. Other factors that affect scouting abilities and conditions are rain, snow, sleet, temperature, and humidity. These factors effect the odor concentration or scent cone in numerous ways.

3.7. Scouting Problems. Set your scouting problems to match the proficiency of the dog team. Use chase agitation to build drive in weak dogs. Once teams are proficient in initial scouting problems, advance to realistic problems including vast areas of the installation. Vary the terrain to include wooded, as well as developed areas. Use your imagination and set real world scenarios, including the use of other flight members for back-up, and response forces.

3.8. Maintaining Proficiency. When a team arrives at a proficient level to scout and clear an area, there are many ways to keep the dog team proficient.

3.8.1. Field Problems. Designed to evaluate use of scouting principles. The area should have a variety of terrain features, and the handler must know the area boundaries.

3.8.2. Patrolling Exercises. Usually consist of point-to-point posts; however, a specific or a designated area might need securing.

3.8.2.1. Training Procedure. The trainer places several intruders along the line of patrol 75 to 100 yards apart along the route the dog team takes. Position the agitators off the line of patrol, far enough to challenge the dog's detection capabilities, but, not defeat it. Set up all three types of responses to include sight, scent, and sound. At the conclusion of the exercise, the handler indicates the number of agitators found.

3.9. Security Problems. Set up realistic problems with the goal of extending the period of time the dog team remains alert on regular sentry posts. Supervisory personnel can use these problems to best evaluate the dog's training and the abilities of the handler to control the dog.

3.9.1. Alternate teams between different types of posts as training progresses. Initially, each team is used on-post for about 30 minutes before the agitator hides on the post or tries to penetrate the post.

3.9.2. At this advanced stage of training, do not use the command "FIND HIM" to get the dog to respond unless it is absolutely necessary. Once the dog responds, replicate normal apprehension and escort procedures.

3.9.3. After a few nights of this training, the teams tour of duty is extended to either

4 or 6 hours, as determined by posts and training time. The extended training time is necessary to condition the dog to remain alert and watchful over a normal tour of duty. Vary the number of penetrations for each team in time and number. This variation keeps the dog alert for penetrations.

3.9.4. Penetrations serve two purposes: to check the security of an area, and to maintain a patrol dog team's proficiency. The penetrator tries to enter the post undetected and, if successful, hides along the handler's route where he/she must allow the dog to detect the intruder.

3.9.5. A patrol dog team gains no training benefit from an exercise in which the agitator/intruder penetrates a post with the intent to elude detection. The penetrator must not use the same route or time of approach. If he/she does, the handler and dog begin to anticipate arrival. The penetrator must use cover and concealment when penetrating a post, to avoid revealing the position before reaching the post perimeter.

3.9.6. Training emphasis is placed on developing the detection capabilities of the dog. Sometimes it is necessary for the penetrator to make his or her presence on the post more obvious.

3.9.7. During the early stage of training, the penetrator must not use diversionary tactics because these tactics may confuse the inexperienced dog team.

3.9.8. An effective penetrator must have the dog team's proficiency training in mind. He/She must employ sound judgment and adapt methods to the situation matched to the proficiency level of the team. These practices apply during training as well as under field conditions.

3.10. Building Search. Use a building search to locate an intruder hiding in a structure.

3.10.1. Factors Affecting Building Searches.

3.10.1.1. The factors that influence an MWD's ability to scout also affect its ability to locate an intruder inside a building. A variety of air currents are common inside buildings just as they are outside buildings.

3.10.1.1.1. Wind direction outside buildings correlates with the direction of air currents inside by filtering through any openings such as windows, doors, vents, and cracks in floors.

3.10.1.1.2. The type and size of buildings and wind direction will affect the dog's ability to detect an intruder.

3.10.1.1.3. Air conditioning units, fans, and heater blowers affect the speed and direction of air flow. Changing air currents can confuse the dog in its effort to locate the intruder.

3.10.1.1.4. The temperature inside and outside a building may influence the concentration of odor. Cold temperatures will keep the odor closer to the surface, while warm temperatures will cause the odor to rise.

3.10.1.1.5. Residual odor from personnel who recently departed the building may serve to distract the dog.

3.11. Building Search Training. Set your building search problems to match the proficiency of the dog team. Use chase agitation to build drive in weak dogs. Conduct initial training with a 6 foot or a 30 foot

leash. Make your problems more difficult as the dog progresses. Once your team is proficient in initial building search, conduct advanced searches in realistic environments. Use your imagination to set problems that challenge the capability of the team. Use other flight members to act as back-up, and response forces.

3.11.1. Initial Building Search Training Procedures. In initial building search training, allow the dog to see, hear, and smell the intruder just inside the building at the entrance door. Gradually move the intruder into a room, allowing the dog to detect by the use of intruder movement (vision and sound); then progress to the dog locating the intruder by odor. When the dog responds to the odor of the intruder, by barking, scratching, etc., ask the dog "WHAT YA GOT?" Verbally reward the dog as it makes the required response and enter the room to allow the dog to bite the intruder. As the dog responds correctly to the following trials, move the intruder into the next room to teach the dog the intruder location was moved. Gradually lengthen the search, one room at a time until the dog searches the entire building. Then randomly position the intruder throughout the building. Conduct all building searches in a systematic manner, preventing duplication. The handler should always clear an area or room before passing it and maintain an avenue of escape. Dogs are trained to make one of the following final responses upon locating an intruder.

3.11.1.1. Vocal (bark, growl, whine), scratching, biting, or ceasing movement at the intruder location.

3.11.2. Intermediate Building Search Training Procedures (On Leash). Hide an intruder in the building for a designated period of time prior to the search. The trainer/supervisor should adjust the time based on dogs ability, building size and difficulty of search. The handler should cue the dog to start searching for the intruder with the command of "FIND 'EM" to begin a systematic search at the appropriate starting point. The handler allows the dog to clear the building observing any indication the dog detected the intruder. Tell the handler the location of the intruder during training to help identify responses. The trainer should accompany the team occasionally to give added advice and assistance as needed. When the handler is sure the dog has detected the intruder, reward the dog with a CRS using verbal and physical praise. You may use a bite reward if it enhances the dog's proficiency. Remember, the dog is also operating on a VIRS at this point.

To assure the dog that the intruder is really present, you may find it necessary to reveal the intruders presence by noise or even show a portion of the intruders body.

Eventually the dog develops proficiency on odor cues only. When possible, terminate all building search exercises by having the team escort the intruder from the building.

3.11.3. Advanced Building Search Training Procedures (Off Leash). Cue the dog to start a systematic search similar to the on-leash search. The handler must follow the dog as much as possible to keep it in view. The handler must react instantly when the dog responds. Conceal the intruder in a location not accessible to the dog. The intruder should remain quiet and allow the dog sufficient time to search out the hiding place. A dog that has performed well to this point, will have learned to search systematically and efficiently on its own without the handler close by. A dog should eventually search out the intruder without assistance the handler . If the dog responds on an area where the intruder was previously hidden, make certain the area is cleared, then repeat the command "FIND 'EM" and continue the search. During actual (not training) searches, a single trial where no reward is given constitutes an extinction trail. This single trial will not degrade the dog's subsequent perfor-

mance due to the fact the dog is on a VIRS. Once you have trained a dog on this schedule, you have proven behavior is highly resistant to extinction.

3.11.4. Actual Building Search Procedures. When conducting an actual building search, several factors must be considered.

3.11.4.1. Danger to the handler.

3.11.4.2. Type and size of building (speed of search).

3.11.4.3. Time of day or night.

3.11.4.4. Evidence of forced entry.

3.11.4.5. Known or suspected contents of the building.

3.11.4.6. Possibility of innocent persons inside.

3.11.5. After considering the advice of the handler, the on-scene commander will determine whether to search building on or off leash. The handler must announce in a clear, loud voice that he/she will release the dog to search the building if no one appears within a specified time. This allows intruders the opportunity to surrender or innocent persons the opportunity to make their presence known. If no one appears, the handler will allow the dog enough time to clear the immediate area before proceeding. The handler will then follow the dog to each uncleared room until the building is cleared.

3.11.6. If an intruder is located, recall the dog, challenge, and apprehend the intruder. Another security policeman should accompany dog teams. This individual should follow at a discreet distance to avoid interference with the search. If an intruder is found, the security police person who accompanied the dog handler can perform a quick body search and remove the individual.

3.11.7. Do not enter the building until backup units have secured all avenues of escape. If forced entry is indicated but search results are negative, consider using the dog's scouting or tracking capabilities.

3.12. Tracking. Tracking is not trained at the 341 TRS. If a unit determines a need for a dog capable of tracking, they may conduct local training using guidance from any number of outside sources.

3.13. Decoy Techniques. The decoy (or Helper) plays a vital role in developing the drives of an MWD. Trainers, handlers, and decoys should know the dog's temperament and gear the training to build a solid balance of prey and defense drive.

3.13.1. Temperament--the combination of all of a dog's mental and emotional attributes, disposition, and personality. By understanding and evaluating temperament, we can predict trainability in any working dog. Experienced trainers can modify behavior and cover temperament flaws; however, you can not completely change basic temperament.

3.13.2. Instinct--a dog's innate response to certain stimuli, independent of any thought process such as chewing, vocalizing, digging, leg lifting and scratching. Instincts most often have their roots in survival or reproduction.

3.13.3. Drive--an exaggeration of an instinctual behavior, usually breed specific, which determines a dog's reaction to certain stimuli. You can measure drives and enhance or deter them through conditioning.

3.13.4. Prey Drive--A dog's natural tendency to chase, bite, and carry an item the dog perceives as prey. Prey drive is high in the working dogs hierarchy of drives. Once understood you can be easily recognize and enhance or deter it to fit our needs. Ultimately we can use it to predict and control the animal's behavior, this applies in actual situations as well as training.

3.13.5. Play Drive--A dog's natural obsession with objects to entertain itself. The difference between play and prey drive is sometimes indiscernible In prey drive the object must have an element of life (movement or sound) that resembles a prey animal. It is also important to understand that the value of a play item can diminish where prey items tend to consistently drive the dogs behavior.

3.13.6. Defense Drive--A dog's natural tendency to react to a perceived threat. This drive is also very high in the animal's hierarchy and is deeply rooted in survival. Defense drive will manifest itself in one of three behavioral categories: fight, flight, or fright (fear). Once understood, you can evaluate defense drive and enhance or deter to suite the trainer's needs. It is important to note that defense and prey drive are the two most influential drives in protection work which you must completely refine and balance to ensure reliability in any working dog.

3.13.7. Fight Drive--A dog's desire to bring the fight to the threat, sometimes identified as courage. You can enhance this drive only when there is a proper balance between prey and defense. The level of fight drive will determine the dogs ability to react properly under the stress of actual street and combat situations.

3.13.8. Pack Drive--a dog's desire to socialize itself among a group and find it's ranking within the pack. This drive is common to all domestic dogs and can be broken down into several categories. ALPHA, an animal high in alpha temperament will always fight for dominance in the pack, and BETA, an animal with beta temperament will accept the handler as dominant and will display a willingness to work for that handler.

3.13.9. Nerve Strength--a dog's inner core of confidence (temperament) which dictates the ability to react (behavior) calmly to external stimuli. An animal with good nerve strength will recover quickly when confronted with a stressful stimulus. Nerve strength is genetic and you cannot modify it through training. It is easily tested and identifiable.

3.13.9.1. Hardness--a dog's tolerance for and ability to withstand negative stimulation and remain unaffected. A strong ability to bounce back into drive following a negative stimulation; Closely related to nerve strength.

3.13.9.2. Nervousness--a dog's inability to tolerate stress and respond correctly. Nervousness neutralizes the dog's ability to learn or focus on a task. Dog's with a high level of nervousness will display adverse behaviors such as excessive digging, kennel prancing, leash biting, handler aggression, avoidance, or biting neutral objects.

3.13.10. Imprinting: An initial impression on a dog that will evoke a lasting or permanent reaction or behavior, usually associated with the untrained dog's initial learned reaction to a given stimulus or set of stimuli.

3.13.11. Compulsion--using the application of pain or negative stimuli to extinct a behavior, evoke a response, or otherwise modify a dog's behavior. Use of compulsion in patrol dog training can adversely affect drives and ultimately result in undesired behaviors. One example includes a dog that avoids the handler after a bite. Through excessive use of compulsion, the dog has associated the handler with a negative stimuli (correction), and therefore avoids the handler to delay or avoid the correc-

tion. Another example of the inauspicious effect of compulsion is a dog that slows his pursuit as he reaches the decoy and doesn't fully commit to the bite. In this case the dog has associated the decoy or the distance with a previous correction in "stand-off" training.

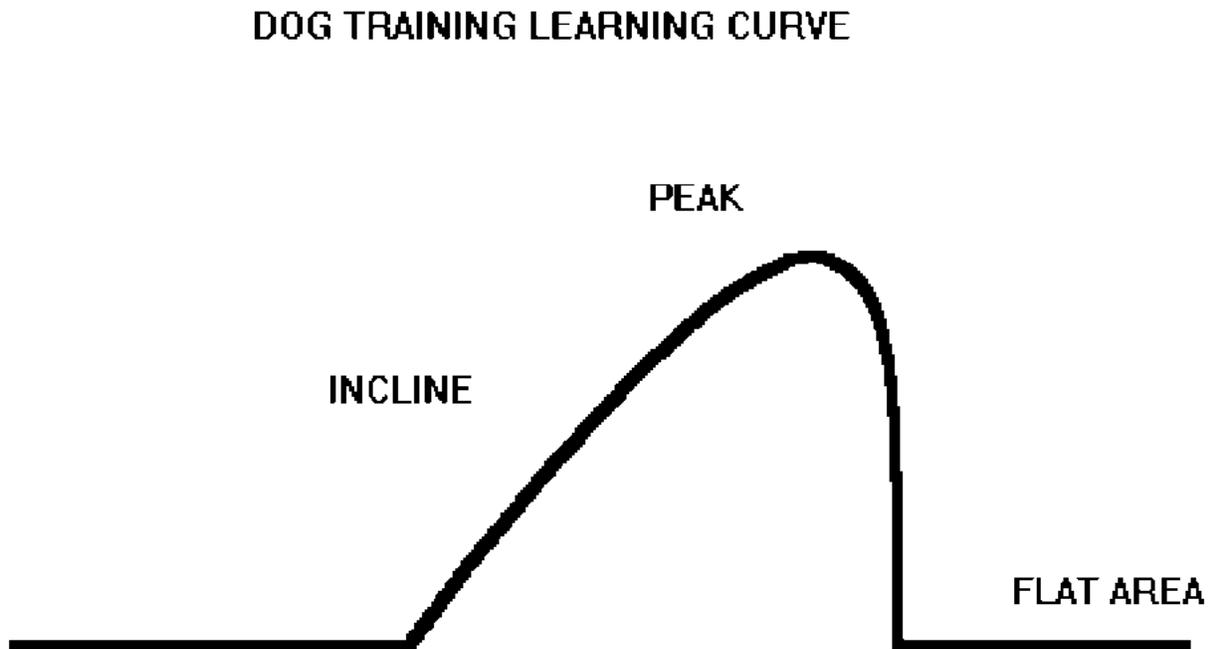
3.13.12. Anthropomorphism--to place human characteristics, motives, or emotions on a dog. Example: "My dog is bored with training and will not work." This type of statement contradicts quality training and exemplifies a misunderstanding of the animal.

3.13.13. Shaping--rewarding nearly correct responses as a dog is learning a task. As the training continues, reward only those responses that are more like the desired final response. Shaping is highly effective in teaching a task without compulsion.

3.13.14. Rewards--rewards are born out of drives and used to evoke the desired behavior. The anticipation for the reward drives the dog more than the reward itself. The drive for the reward can help trainers predict trainability. Use the bite, slip, and carry as a reward to satisfy prey, defense, and fight drives.

3.13.15. Learning Curves--An analytical theory that depicts fluctuations in an animals ability to learn a task. The curve will depict the starting point, the peak, the drop off, and the flat areas of a dogs learning abilities **Figure 3.1.**(Figure 3.1.). As the trainer begins to teach a task, the dog is eager to satisfy the drive-- the starting point of the learning curve. As training progresses, the trainer can apply the learning curve using care to terminate the training session at the peak. Training beyond the peak will push the dog into the flat area. The dog is unable to properly learn a task in the flat area and will invariably respond incorrectly. At this point the trainer is counteracting the positive learning that occurred in the beginning of the trial. The ideal training session will flow through the incline of the curve and stop at or near the peak. By consistently following this routine, the trainer ensures that all training is conducted in a positive manner, ingraining an enduring desire for the dog to successfully complete the tasks. Failure to understand and track learning curves is common among dog trainers and will lead them to assume that the animal is unable or unwilling to comprehend and complete a task.

Figure 3.1. Dog Training Learning Curve.



3.13.16. Presenting for the High Bite (Decoy): As the dog is in pursuit, the decoy waves the sleeve at shoulder height, ensuring that the dog targets high. As the dog leaps for the bite, the decoy pulls the sleeve in at chest level and forces the dog to fully commit to the bite. This method instills confidence and fight drive in the dog.

This will transfer to the actual (suspect) bite. Failure to build this confidence will result in the dog failing to commit to the actual bite because he has anticipated the presentation of the sleeve.

3.13.17. Working the High Bite: The decoy works the sleeve at chest level while standing in an upright position. This forces the dog to give a harder and fuller bite.

While working the dog, the decoy gives as the dog attempts to bite deeper, and pulls as the dog lets up. This conditions the dog to maintain a hard and full bite. A dog that is trained with the high bite is less likely to nip a suspects clothing and more likely to fully bite and hold the individual.

3.13.18. Pull Down in the Bite: If the bite is weak or mouthy, the handler and decoy work together to build the dog's bite. With the dog on a 6-foot leash and leather collar, the handler applies backward and downward pressure on the leash while the dog is on the sleeve. The decoy works the dog in the high bite. The handler and decoy must apply pressure when the bite is weak causing the dog to fight harder for the full mouth bite. Then simultaneously release the pressure and allow the dog to readjust the bite. Do this two or three times to build the dogs bite. As the dog takes a fuller and stronger bite, reward the behavior by slipping the sleeve and allowing the dog to carry or parade it in a clockwise circle.

3.13.19. Confidence Bite: Used as a stress relief for the animal. Because the presence of a decoy causes stress in the dog, you can use this technique to release the stress before a training session. Simply allow the dog to attack the decoy and take the sleeve. Let the dog carry the sleeve in a wide circle at a medium gait. Do not let the dog thrash or manipulate the sleeve, and do not use verbal or physical

corrections with the dog. Once the dog has calmed down, the decoy can entice him with a second sleeve.

3.13.20. Reward Bite Method. The reward bite develops a willingness to release the sleeve and return to the handler by using positive motivation. This method has helped solve several long standing problems in military working dog training, including failure to release a bite, attacking during a stand-off, hesitation in the attack, handler avoidance, and handler aggression. **The reward bite is divided into three progressive steps, all of which are conducted with the dog on a 30-foot leash.**

3.13.20.1. Double Ball Method (Step 1): This technique teaches a willingness to release while the animal is in a low state of drive. It also produces a willingness for the dog to return to the trainer. The trainer uses two identical prey reward items such as balls, kongs, tug toys, jute rolls, or play rags. The trainer throws one of the items and the dog is sent to retrieve it. Once the dog returns to the trainer, he is enticed with the second item. This creates a conflict within the animal between the desired item and that which he already possesses. The conflict leads to a willingness to release the possessed item, which has no movement, and rewarded with the desired item. The trainer must add enough movement to the second item to build the desire to release. **Do not reach for the item that the dog possesses, let it drop to the ground, and immediately reward the dog with the second item.** To end this training session provoke the release and escape the dog away from the area. Do not progress to the next step until the dog willingly releases the prey item.

3.13.20.2. Double Decoy Method (Step 2): This technique follows the same principle as the double ball method, releasing the dead object (no movement) for the one with life (movement). Adding the presence of the decoy in this step evokes aggression in the form of fight drive and makes it more difficult for the animal. Step 2 is comprised of three phases.

3.13.20.2.1. Phase I. The dog is sent for a bite and the first decoy slips the sleeve. The trainer should then walk the dog in a circle. Do not allow the dog to drag, thrash, or manipulate the sleeve, these behaviors degrade the training. To prevent this, increase the gait causing the dog to lift the sleeve high for the carry. The second decoy evokes the dog by adding life to the other sleeve. The dog's focus will shift from the dead sleeve to the one with life. The trainer should not correct the dog or interfere. Let the natural drive dictate the dog's behavior! He will release and transfer to the sleeve with life. The second decoy rewards the dog with the slip of the sleeve. End your session by evoking a release and escape the dog away from the area. Once the dog shows consistency on this phase, progress to PHASE II.

3.13.20.2.2. Phase II. Begin as in PHASE I by sending the dog for a bite on the first decoy while the second decoy is out of the dogs view. The first decoy will not slip the sleeve, after the bite he must freeze and offer no fight or life. The second decoy is introduced and moves close to the dog. Once in position he provides life in the second sleeve, this stimulates the dog's prey drive. The dog will release the first sleeve and take the one with life. There is a period of conflict at this point which will vary from dog to dog. Allow the dog time to make the transition! *The handler should not interfere. The key is to let the dog accomplish the tasks through positive reinforcement. Verbal or physical corrections will void this training process and detract from the dogs learning ability.* When the dog transfers, the second decoy slips the sleeve providing the reward. Let the dog carry the sleeve in a circle as in PHASE I.

3.13.20.2.3. Phase III. Once the dog consistently releases the sleeve in PHASE II, increase the distance between the two decoys, and add the verbal cue "OUT". Give the cue in a moder-

ate tone of voice and time it with the dogs natural release. *At this point the trainer should know the dog well enough to predict the release.* Use successive approximation to add distance between the two decoys, allowing the dog to run back and forth for each bite. Locate the trainer between the decoys and encourage the dog as he makes the transfer. The goal in PHASE III is to have your trainer, dog and decoy positioned as in a standard controlled aggression training session. The second decoy is located behind the dog team out of sight. As the first decoy freezes, the handler commands "OUT" the dog should release cleanly and return to the handler with enthusiasm because he anticipates the reward bite. As the dog is returning to the handler, he is redirected to the second decoy. From this point begin to extinct the second decoy by commanding the dog to "HEEL" follow the proper heel with a reward bite on the same decoy. As in all aspects of dog training, vary the routine to prevent anticipation on the dog's part.

3.13.20.3. Obedience Bite: This training principle is an extension of the reward bite; it consists of the same techniques but is employed differently. The dog is cued to conduct an obedience task and rewarded for the correct behavior with a bite, slip, and carry. Use of this training method will create positive focus on the handler and higher drive in obedience. The end result provides a more reliable and confident animal. This method also helps to eliminate hesitation problems.

3.13.20.4. Continuation Training: Employ the reward bite method intermittently throughout training. Use it to build the dog in all aspects of patrol training, including building search and scouting. When you use the reward bite in these scenarios, the decoy should work the dog to get a full hard bite and then release the sleeve. The training supervisor predetermines the level of "fight" the decoy uses, always striving to build the dogs confidence and reliability.

3.13.21. False Run. The objective of this exercise is to condition the dog to remain in position and not bite unless commanded to. Conduct initial training on leash. When the handler commands the MWD to stay, begin to suspiciously advance towards the dog. Use successive approximation and move toward the dog from the starting position. The dog's actions will dictate how many trials it will take to completely train the dog. If the dog attempts to bite, or fails to remain in position, the handler must immediately correct the dog. To prevent the dog from becoming deficient in aggression and attack, the agitator and handler should decide when to give the dog a bite. To maintain aggressiveness, you may allow the dog to bite on a random basis during this type of training. To fully condition the dog, the decoy should mimic provocative behavior encountered in real-world situations.

3.13.22. Attack and Apprehension. Used to teach the dog to pursue, attack, and hold on command. The team starts in the HEEL/SIT position off leash. Wearing the arm protector, move around suspiciously about 40 to 50 feet in front of the team. The handler will order the agitator to halt and place their hands over their head. The agitator ignores this order, turns, and attempts to run away. The handler commands the dog "GET 'EM." When the handler calls the dog "OUT," the decoy ceases all resistance and agitation.

3.13.23. Standoff. This training enables the handler to gain complete control over the dog after commanded to attack. The starting position is the same as with the attack and apprehension. Approach the dog making provocative gestures. When you get within a few feet, turn and run away. After you're about 30 feet from the team, the handler will command "GET 'EM." When you hear this command, cease all movement. The dog will be called "OUT." This training may become confusing to the dog; therefore, to keep it at an acceptable level of aggressiveness, allow it to bite at irregular inter-

vals. **NOTE:** You may vary time and distance in all aspects of stand off training depending on the dog's proficiency level.

3.13.24. Double Decoy Attack. This exercise requires an additional decoy. The purpose of this exercise is to teach the dog to ignore one of the decoys while pursuing, attacking, and holding the other. The dog starts off leash in the HEEL/SIT position. Position the decoys approximately 30 feet from the dog team. The handler challenges by ordering them to halt. One decoy obeys the command while the other ignores it and runs away. The handler immediately commands "GET 'EM." The dog ignores the decoy who halts and pursues, attacks and holds the second decoy. During the early stages of this training, attract the dog's attention by making provoking gestures and noises.

3.13.25. Scouting. The primary mission of the MWD is to detect and warn the handler of the presence of an intruder. The team is placed in a semi cleared area facing into the wind. The terrain features in front of the team should allow the decoy to run and crouch behind bushes and trees. Before the decoy starts to run, the handler tells the dog to "WATCH 'EM," the decoy will run from one point to another, acting suspicious, and hide at a predesignated position of cover. The decoy will leave cover and run when the team is within 15 feet. This exercise is concluded with a short case and bite.

3.13.26. Building Search.

3.13.26.1. On-leash Building Search. Introduce the building search on leash as an agitation exercise ends in such a way that it will seem a natural extension of agitation training. For example, as an agitation exercise ends, the agitator runs away from the dog and hides behind the doorway to an adjacent building. The team will pursue to the doorway. The agitator continues to provoke the dog to illicit a desire to pursue. The procedures remain the same until the dog is ready to advance to the next step, which is to enter a building and actually seek out an intruder while concealed on floor level. To assure the dog of the agitators presence, you may need to provide a faint noise or an obvious movement for the dog. The noise and/or actions should cause the dog to bark or produce a response. The decoy may have to agitate or act afraid of the dog to get a favorable response. Conclude this exercise with the team escorting the agitator out of the building.

3.13.26.2. Off-leash Building Search. During off-leash building search, perform exercises in the same manner as on leash. Conceal the agitator in a location inaccessible to the dog--either floor level or an elevated position. The agitator must remain quiet and motionless allowing enough time for the dog to detect and respond. The agitator(s) may need to make noise or partially reveal themselves to ensure success. The ultimate goal is for the dog to detect and respond to the agitator while separated from the handler.

3.14. Proficiency Standards and Evaluations. The kennel master is responsible for establishing an effective training and evaluation program to maximize the dog's proficiency. The post certification standards establish minimum proficiency standards the dog must maintain. These standards must be met within 90 days of unit assignment. If not, contact the 341 TRS Dog Training Section for further guidance.

3.14.1. Obedience Commands. The dog must respond to the handler's commands of "SIT," "DOWN," "HEEL," and "STAY" at a distance of 50 feet with no more than one correction per five commands. The dog must on the command of "STAY," remain either in the SIT or DOWN position for 3 minutes.

3.14.2. Controlled Aggression. Conduct evaluations on post.

- 3.14.2.1. False Run (Off Leash). Given the command "STAY," when confronted by an individual who approaches no closer than 3 feet, the dog must not break position.
- 3.14.2.2. Stand-off. When commanded to bite and hold the intruder(s), the dog must pursue until commanded "OUT" and "HEEL" by the handler. The dog must not bite the intruder regardless of the intruder's actions.
- 3.14.2.3. Bite and Hold. When commanded "GET 'EM," the dog must pursue, bite, and hold an intruder for a minimum of 15 seconds. The dog must not release until commanded "OUT." Dogs must demonstrate proficiency in this task with either an exposed or concealed arm protector.
- 3.14.2.4. Search and Bite and Hold/Call By. The handler positions the suspect at a distance of 10 feet from the dog and advises the intruder not to move. When the handler gives the dog the command "STAY," the dog must "GUARD" from the SIT or DOWN position and bite and hold if the intruder attempts to flee or attack the handler. If the intruder does not move, the handler will move to a position 10 feet to the rear and 2 feet to the right of the intruder. The dog must stay in the position until commanded "HEEL." The dog must return to the handler and not attempt to bite the intruder.
- 3.14.2.5. Escort. The handler will position him/herself 10 feet to the rear and 2 feet to the right of the intruder. The handler instructs the intruder to walk forward, commands "HEEL," and escorts the intruder for a minimum distance of 50 feet. The dog must not attack the intruder unless the intruder attempts to flee.
- 3.14.2.6. Building Search. The dog must find an intruder with or without an arm protector hidden in a building and indicate to the handler the presence/location of the intruder.
- 3.14.2.7. Scouting. The dog must find an intruder hidden in an open area or field by scent at 50 yards, sight at 35 yards downwind, or sound at 35 yards downwind. Consider terrain and weather conditions when evaluating by these standards.
- 3.14.2.8. Vehicle Patrol. The MWD must ride in a vehicle driven by the handler without showing aggression towards handler or other passengers.
- 3.14.2.9. Gunfire. The MWD must successfully perform basic obedience, and controlled aggression tasks, during gunfire. Gunfire during aggression phases of training must be kept to a minimum.
- 3.14.2.10. Obedience Course. The dog must negotiate the obstacle course at a moderate rate of speed on or off leash in the HEEL position.

Chapter 4

DETECTOR DOG TRAINING, VALIDATION AND LEGAL CONSIDERATIONS

4.1. Validation Testing. The kennel master conducts validation tests on each detector dog team at least annually (not to exceed 180 days from last certification) and prior to initial team certification. These tests are intended to verify the detection accuracy rates annotated on training and utilization forms. Conduct validation testing in a nontask related environment. Kennel masters and commanders will ensure handlers are provided sufficient dedicated time to complete all validation trials. Make every effort to complete validation within 5 duty days. If a team fails to meet the minimum accuracy rate, the kennel master will immediately initiate remedial training. Retest previously identified remedial teams in unsatisfactory areas only when deemed appropriate by the kennel master. If the team fails upon retest, consider those actions outlined in AFI 31-202.

4.1.1. Since validation testing is intended to verify accuracy of the entries on training and utilization forms, the rating for each training area and odor will reflect GO or NO GO. The goal, however, will be 90 percent accuracy rating for drug dogs, and 95 percent rating for explosive dogs.

4.1.2. Conduct at least two trials per odor for both drug and explosive dogs. Make every effort to conduct trials in each of the following areas:

4.1.2.1. Vehicles.

4.1.2.2. Aircraft.

4.1.2.3. Luggage.

4.1.2.4. Warehouse.

4.1.2.5. Buildings/Dormitories.

4.1.3. Document validation testing on AF Form 323 and prepare a summary statement with a detailed description of how testing was accomplished and the associated outcome.

4.1.4. Conduct an out-of-cycle validation trials if there is any reason to suspect a dog's detection capability has significantly diminished.

4.1.5. Conduct out of cycle validation and certification trials whenever a detector dog does not receive drug/explosive detection training or utilization for 30 or more days.

4.2. Legal Aspects. Prior to using the alert of a detector dog as probable cause to grant search authority, the team must demonstrate their ability to detect the presence of all substances (odors) the dog is trained to detect. The individual having search granting authority over the installation will witness this demonstration. The search granting authority may delegate his/her responsibility to witness this demonstration to the installation Chief, Security Police (CSP). After being satisfied with the team's detection capabilities, the CSP prepares and forwards a letter to the search granting authority describing the conduct of the demonstration to include the odors used and the accuracy rate of the team. The CSP will include a copy of the most current validation report, training and utilization records (covering the period since the last validation), and a resume of training and experience for each team being considered for certification. If the search granting authority concurs with the findings and recommendations of the CSP, he/she will endorse the letter indicating concurrence and return it to the CSP. File this letter with the most current validation report. A similar letter will be prepared for search granting authority signature if he/she per-

sonally witnesses the demonstration. Conduct a recertification demonstration during the semester between validation tests and whenever a handler change occurs.

4.2.1. Installation commanders and military magistrates appointed in accordance with AFI 51-201, para 3.1, are encouraged to periodically assess the reliability of detector dog teams in a controlled test environment. Such assessments will bolster any probable cause search authorization based upon an alert by the dog(s) observed. These assessments are not required and the failure to perform them will not, by itself, invalidate a search authorization made by these officials.

4.2.2. Conduct a recertification demonstration annually or whenever a handler change occurs.

PART 2

EMPLOYMENT AND ADMINISTRATIVE REQUIREMENTS

Chapter 5

THE MILITARY WORKING DOG (MWD) PROGRAM

5.1. Doctrine. The MWD is a highly specialized piece of equipment that supplements and enhances the capabilities of security police personnel. It is a unique force multiplier and provides security police another level on the "use of force" continuum.

5.2. Functional Area Responsibilities. Every level of command must ensure the MWD program is efficiently managed and develop expertise to properly employ MWDs. If not properly maintained, MWDs lose their skills rapidly. When employed as an integral part of the security police team, the entire security police effort is enhanced.

5.2.1. Installation Commander. Certifies detector dogs to ensure legal parameters are met.

5.2.2. Chief Security Police (CSP). Ensures MWDs are properly employed. The CSP establishes guidelines to ensure MWDs are properly trained and integrated into the unit's mission.

5.2.3. Flight Leader/Sergeant. Ensures MWD assets are properly employed and works with the kennel master/trainer to keep team proficiency at optimal levels.

5.3. Employment Areas. The MWD team is a versatile asset to a security police unit. Consider employing them in the following areas:

5.3.1. Nuclear Security Operations. The MWD can be an invaluable asset in the protection of nuclear weapons and critical components. An MWD team may be used in weapon storage areas to replace or augment sensor systems, as a screening force in support of aircraft parking areas or in support of convoy and up/down load operations.

5.3.2. Law Enforcement. MWDs detect, locate, attack, and guard suspects on command during patrol activities. They assist in crowd control and confrontation management and search for suspects both indoors and outdoors.

5.3.3. Drug Suppression. MWD teams specially trained in drug detection support the Air Force goal of drug-free work and living areas. Their widely publicized capability to detect illegal drugs deters drug use and possession and is a valuable adjunct to a commander's other primary tools such as urinalysis and investigations.

5.3.4. Explosive Detection. MWD teams specially trained in explosive detection are exceptionally valuable in antiterrorism operations, detection of unexploded ordnance, and bomb threat assessment.

5.3.5. Air Base Defense and Contingencies. In war fighting roles, MWD teams are tasked to bring enhanced patrol and detection abilities to perimeter and point defense. In bare-base operations, they are a rapidly deployable and effective sensor system.

5.3.6. Physical Security. They augment in detection roles, replace inoperative sensor systems, patrol difficult terrain, and deter potential aggressors.

5.4. Understanding MWDs. MWDs have distinct advantages over a lone-law enforcement specialist.

5.4.1. Advantages. MWDs have superior senses of smell, hearing, and visual motion detection. The MWD is trained to react consistently to certain sensory stimuli--human, explosive, drug--in a way that immediately alerts the handler. The MWDs reaction to this stimuli is always rewarded by the handler which reinforces the MWDs behavior and motivates the MWD to repeat the actions. People react to what they "think" a stimulus means. MWDs simply "react" to the stimulus and let the handler decide what it means.

5.4.2. Superiority of Senses. Though hard to quantify under almost any given set of circumstances, a trained MWD can smell, hear, and visually detect motion infinitely better than a lone patrolman and, when trained to do so, reacts to certain stimuli in a way that alerts the handler to the presence of those stimuli. It is important to remember that MWDs are "biological" pieces of equipment having good and bad days which is why training is crucial to their efficiency. Eliminating "bad" days is important to the success of an installation's MWD program. That's why every level of command's participation is paramount.

5.4.3. Evaluation of Desired Tasks. The MWD can enhance security police operations throughout the entire spectrum of security police functions. The most important question a supervisor should ask is "Where should we post the MWD to enhance the mission?" You have a dynamic force multiplier which tremendously enhances a patrolman's abilities. They have an asset that smells, hears, and detects better than anything else on flight. If this asset is left at the kennels, mission degradation is dramatic. The most important considerations are tasks required, the time of day to use the team, and the post environment. Consider these tasks:

5.4.3.1. Deterrence. If the desired task is to deter unauthorized intrusion, vandalism, attacks on personnel etc., (use the team on a post and at a time of day when those you wish to deter can see the MWD). People do not know if a MWD is a patrol dog, detector dog, or both. This is one benefit of public visibility of a MWD. Security police benefit from the deterrence affect of every type of dog we train based on the presence of one MWD.

5.4.3.2. Detection. If the desired task is to detect unauthorized or suspect individuals, assign the team to a post at a time of day when visual, audible, and odor distractions are at a minimum. Examples include the flight line when operations are minimal, nuclear weapon storage areas and convoy operations walking patrols in housing, shopping, or industrial areas after normal duty hours, WSAs and other priority restricted areas.

5.4.3.3. Drug Detector Dogs (DDD)/Explosive Detector Dogs (EDDs). DDDs and EDDs are trained to detect specific substances under an extremely wide range of conditions which make post selection and time of day less critical.

5.5. The MWD Section. The base chief of security police develops the MWD program for the installation.

5.5.1. MWD Logistics. AFR 400-8 sets policies and procedures governing logistical aspects of the AF MWD program. It assigns responsibilities for budgeting, funding, accounting, procuring, distributing, redistributing, and reporting of MWDs and specifies procedures for submitting dog requirements and requisitions.

5.5.2. Obtaining Support Equipment. Use AF Form 601 order equipment to support the MWD program. MWD items are listed in TA 538, Part C. A leash, choke chain, collar, and muzzle are shipped with the MWD to the gaining unit. Units must order other support items through supply channels.

5.5.3. MWD Section Organization. Most MWD sections are organized according to the objective squadron core standard. Most MWD sections are authorized a kennel master, a trainer (if five or more MWDs are assigned), and enough MWD handlers to meet the patrol standard of MWD teams.

5.5.4. Duties and Responsibilities. The basic organizational structure of a MWD section consists of a kennel master and a trainer.

5.5.4.1. Kennel Master. The kennel master exercises management and supervision over the MWD program. The kennel master is usually responsible to the resources flight commander or superintendent. The kennel master will:

5.5.4.1.1. Know unit mission.

5.5.4.1.2. Assist in identifying MWD team posts and prepare operating instructions for team employment.

5.5.4.1.3. Ensure an adequate MWD training program is developed, implemented, and maintained.

5.5.4.1.4. Validate proficiency of MWD teams.

5.5.4.1.5. Ensure the health, safety, and well-being of MWDs are maintained.

5.5.4.1.6. Ensure handlers understand basic principles of training and conditioning, physical and psychological characteristics, and the capabilities of their MWDs.

5.5.4.1.7. Obtain equipment and supplies.

5.5.4.1.8. Advise the commander on effective MWD utilization.

5.5.4.1.9. Ensure unit and flight-level supervisory personnel are familiar with proper MWD team utilization and employment standards.

5.5.4.1.10. Perform duties as trainer if fewer than five MWDs are assigned.

5.5.4.1.11. Assume duties as primary custodian for narcotics and explosive training aid accounts.

5.5.4.2. Trainer. The trainer is directly responsible to the kennel master for managing and implementing an effective MWD training program. They must be capable of performing all kennel master functions when necessary. The trainer should:

5.5.4.2.1. Schedule daily proficiency training following established optimum training requirements.

5.5.4.2.2. Schedule and conduct periodic intensive or remedial training for teams with special problems.

5.5.4.2.3. Identify and correct deficiencies of handlers and MWDs in all phases of MWD operations.

5.5.4.2.4. Ensure MWD records are current and accurate.

5.5.4.2.5. Act as alternate custodian for the narcotic and explosive training aids.

5.5.4.3. Kennel Support. Kennel support personnel need not qualify as handlers although it's desirable. If not qualified, the kennel master must make sure support personnel are given local training in MWD care and feeding, kennel sanitation, disease prevention, symptom recognition, kennel area safety, and first aid emergency care.

5.5.4.4. MWD Handlers. MWD handlers are security police personnel trained to use a specialized piece of equipment. Because of the time and effort required to keep a team proficient, employ the handler and MWD as a "team" and assign appropriate posts and duties. Avoid posting an MWD handler without his/her dog except for medical reasons. While unit manning shortfalls may require this as a last resort, keep it to a bare minimum, as it could rapidly create an adverse effect on MWD proficiency.

Chapter 6

ADMINISTRATION/MEDICAL RECORDS, FORMS, AND REPORTS

6.1. Administrative Records, Forms, and Reports. The MWD staff maintains the following:

6.1.1. MWD Training Record Folder. A repository for MWD training records contains the following documentation:

6.1.1.1. DD Form 1834, **MWD Service Record**. Initiated when MWD is first procured and kept current by kennel masters throughout the MWD's service life. Annotate unit of assignment as well as assignment of new handlers on the reverse side of the form. Do not change information pertaining to MWD's national stock number without prior coordination with the MAJCOM, and the 341 TRS.

6.1.1.2. AF Form 321, **MWD Training and Utilization Record**. Provides complete history of training, utilization, and performance. Handlers annotate each duty day and sign at the end of each month. The kennel master, as the reviewing official, will also sign it at the end of each month.

6.1.1.3. AF Form 323, **MWD Training and Utilization Record for Drug/Explosive Detection**. Record of training, utilization, and performance of detector dogs. It serves as the basis for establishing probable cause. Annotate and sign the same as the AF Form 321.

6.1.1.4. Optimum Training Requirements (OTR). Used to outline training requirements for MWD at peak performance. The OTR should concentrate on tasks that each particular MWD is trained to perform. Adjust OTRs as the team's performance improves or deteriorates. If the team's performance deteriorates, consider increasing training requirements within that area. If the team performs with little or no difficulty, consider decreasing training requirements in that area. Once a schedule is established, follow it! Place optimum training requirements in the MWD training records. Document training records to reflect any deviation from the OTR and the reasons why.

6.1.2. Controlled Substance Accountability Folder. Used to provide a record of accountability for controlled substances. A separate folder is established for each substance and kept active until all controlled substances from that shipment are returned for final disposition. Once all substances from that shipment are returned, the folders are placed in an inactive file and retained for 1 year. The controlled substance accountability folder consists of the following documentation:

6.1.2.1. DEA Form 225, **Application for Registration**. The person assigned direct responsibility for control and safekeeping of narcotic training aids signs as the applicant. Refer to Title 21, Code of Federal Regulations (CFR), Part 1300, for specific details on completion and how to obtain DEA forms.

6.1.2.2. DEA Form 225a, **Application for Registration Renewal (Type B)**. Required to maintain DEA registration. The form is mailed directly to the unit approximately 60 days prior to expiration of current registration.

6.1.2.3. DEA Form 223, **Controlled Substances Registration Certificate**. Valid for 1 year, unless withdrawn sooner by DEA.

6.1.2.4. DEA Form 222, **Controlled Substance Order Form (Type B)**. Accountable forms used to order drug training aids from the drug distribution center. Forward copies one and two to the

drug distribution center; the unit maintains copy three. Upon receipt of the drug training aids annotate the number of training aids and date received.

6.1.2.5. AF Form 1205, **Narcotics Training Aid Accountability Record**. Used to record and account for all training aids sent to the unit.

6.1.2.6. DEA Form 41, **Registrant Inventory of Drugs Surrendered**. Used to document the type and quantity of controlled substances destroyed or surrendered.

6.1.3. Drug Training Aid Issue/Turn-in Log. Used to document the issuing and return of MWD drug training aids. AFI 31-202 outlines specific instructions on annotating the Drug Training Aid Issue/Turn-in Log.

6.1.4. Probable Cause Folder. Used to provide search granting authority an overview of the detector dog team's performance. Probable cause folders should reflect only the current teams performance. Maintain AF Forms 321 and 323 in the probable cause folder for 12 months. Upon removal, place AF Forms 321 and 323 in MWD training record folder. The probable cause folder should consist of the following documentation and provided to the search granting authority for review on a quarterly basis.

6.1.4.1. AF Form 321, **MWD Training and Utilization Record**.

6.1.4.2. AF Form 323, **MWD Training and Utilization Record for Drug/Explosive Detector Dogs**.

6.1.4.3. Search Granting Authority Record Review Sheet. The search granting authority signs and dates a signature sheet certifying the probable-cause folder was reviewed and recertifying the team.

6.1.4.4. Certification Letter. Discusses details of the certification demonstration to include search granting authority, or designee, witnessing of the demonstration. Conduct the certification as needed but as a minimum when handler change occurs.

6.1.4.5. Summary Statement. A summary of training and actual searches conducted during the previous quarter.

6.1.4.6. Validation Results. A summary of results from validation testing.

6.1.4.7. MWD Team's Resume of Training and Experience. A summary of training and experience of both the handler and MWD.

6.1.5. Medical. The servicing veterinarian maintains all MWD medical records. Only veterinarian staff personnel make annotations to medical records. Medical records are made available for deployments. Servicing veterinarians are responsible for initiating the following forms:

6.1.5.1. DD Form 1743, **Death Certificate of Military Dog**. Required for the death of all MWDs. Includes a brief statement identifying the cause of death and used to close out accountability for a MWD through the base supply system.

6.1.5.2. DD Form 2209, **Veterinary Health Certificate**. Should accompany the MWD during interstate travel, depending on state requirements, or to foreign countries. Required for all commercial and military travel and may be required for military airlift. Certificate is valid for 10 days from date issued. Consult local travel management office (TMO) for specific details.

6.1.5.3. DD Form 2342, **Animal Facility Sanitation Checklist**. Completed on a quarterly basis. Includes standard of sanitation maintained, the adequacy of insect and rodent control, and the gen-

eral health of MWDs judged by their appearance and state of grooming. The CSP reviews completed forms maintained at the MWD section.

6.1.6. Forms. The following are forms used within the MWD program.

6.1.6.1. AF Form 68, **Munitions Authorization Record**. Used to document approval to procure explosive training aids. Updated every 6 months or whenever changes occur. Keep the form current in order to procure explosive training aids. Refer to local munitions account supply office (MASO) personnel for further information concerning completion of the form.

6.1.6.2. AF Form 324, **MWD Program Status Report**. Prepared by units and used by MAJCOMs and HQ AFSPA to effectively manage the AF MWD program. Units provide original copy of report to servicing MAJCOM NLT 15 January (reflecting status as of 31 December) and 15 July (reflecting status as of 30 June). Refer to AFI 31-202 for reporting instructions during emergency conditions.

6.1.6.3. AF Form 601, **Equipment Action Request**. Used for major equipment acquisition to include MWDs. Contact unit resources personnel for assistance in completing this form.

6.1.6.4. AF Form 1996, **Adjusted Stock Level**. Completed on an annual basis to establish yearly levels and resupply increments for explosive training aids. Due to sensitivity and transportation factors, accomplish a 5-year forecast for explosives.

6.1.6.5. AF Form 2005, **Issue Turn-in Request**. Used for small, expendable items that do not require approval above base level.

6.1.6.6. DD Form 1348-6, **DoD Single-line Item Requisition System Document**. Used for local procurement of munitions/equipment items when no national stock number (NSN) is available. Contact unit resources personnel for assistance in completing the form.

Chapter 7

FACILITIES AND EQUIPMENT

7.1. Kennel Facilities. Some existing facilities may not meet current construction guidelines. If they conform to health and safety requirements, they do not require modification. Consult the 341 TRS/SGV for plans regarding any new kennel construction.

7.1.1. **Kennel Maintenance.** Inspect kennel facilities and runs continuously to ensure safety and security of MWDs and personnel. Inspect all latches, hinges, and fences for signs of rusting or breakage. Free all surfaces of sharp objects that could cause injury.

7.1.2. **Sanitation Measures.** Sanitation is one of the chief measures of disease prevention and control and can't be overemphasized. Enforce sanitation in and around the kennel area. An effective, continuous sanitation program is the result of cooperation between handlers, supervisors, kennel support personnel, and the attending veterinarian.

7.1.3. **Food Preparation and Storage.** Keep all kitchen surfaces and food preparation utensils clean at all times. Store dog food in rodent proof containers. Dispose of uneaten food immediately after the feeding period. Empty all trash containers as needed, at least daily, to preclude attracting pests into the facility.

7.2. Obstacle Course. Construct the obstacle course IAW guidance provided by 341 TRS/SGV. Variations in construction material are authorized with attending veterinarian concurrence. Cover surfaces with nonskid material and pad all sharp edges. The kennel master ensures the obstacle course is maintained in a safe condition consistent with guidance from the servicing veterinarian. All military working dog sections will have a serviceable obstacle course.

7.3. Authorized Equipment. Authorized MWD equipment is listed in TA 538, Part C. Kennel masters must ensure all equipment is available and serviceable. Kennel masters may establish local purchase programs through base supply to acquire additional equipment.

7.3.1. **Choke Chain.** The choke chain is the basic collar used for all MWDs.

7.3.2. **Leather Collar.** Use the leather collar when securing an MWD to a stationary object (stakeout). Tighten the collar to the point that the handler can slip two fingers snugly between the collar and the MWD's neck.

7.3.3. **Kennel Chain.** Use the 6-foot kennel chain with the leather collar when securing the MWD to a stationary object. Attach the kennel chain to the D-ring of the collar with the snap facing away from the buckle. Never tie/loop the kennel chain around the MWD's neck.

7.3.4. **Muzzle.** Use the leather muzzle, safety muzzle, or suitable plastic replacement to prevent the MWD from injuring the handler, other MWDs, and people. Use muzzles during veterinary visits or first aid treatment, and when numerous MWDs are assembled, in transit, or in crowded confined areas. When properly fitted, the muzzle will not restrict breathing. Check the fit by grasping the basket of the muzzle and lifting straight up until the MWD's front feet are off the ground. If the muzzle comes off, adjust accordingly.

7.3.5. Leashes. The 60-inch leather leash is the standard leash for MWD operations. Use the 360-inch web leash for intermediate obedience, attack training, and tracking operations. Kennel masters may approve other leashes to meet operational requirements.

7.3.6. Equipment Holder. Use the equipment holder to secure items to the handlers belt.

7.3.7. Combs and Brushes. Use the assorted combs and brushes listed in the TA to maintain MWD grooming standards as prescribed in **Chapter 4**.

7.3.8. Feed Pan. Use the 3-quart stainless steel feed pan for MWD feeding.

7.3.9. Water Bucket. The water bucket is steel or galvanized metal and holds at least 3.5 gallons. Use feed pans for small breed MWDs.

7.3.10. Immersion Heater. The immersion heater is automatic and has a thermostat to keep 12 quarts of water at 50 degrees Fahrenheit. To work effectively, submerge in at least 2 inches of water. Inspect the power cord before each use. Don't use if the cord is unserviceable. Do not allow dogs to chew on the cord.

7.3.11. Leather Harness. The MWD wears the harness while tracking. It enables the handler to control the dog's ranging distance but still allows the dog to breath normally. To fit the harness, place the leash in the left hand and the harness in the right hand, thread the loop end of the leash through the center of the harness. With the harness resting on the left forearm, change the leash to the right hand. Slide the harness over the MWD's head and shoulders and buckle the stomach strap behind the MWD's front legs. Then grasp the center of the back strap with the left hand, unsnap the leash from the choke chain and snap to the D-ring of the harness with the snap facing downward. Remove the choke chain.

7.3.12. Arm Protector. The agitator uses the arm protector during aggression training. Use a leather gauntlet under the arm protector when training those dogs that bite hard.

7.3.13. Attack Suit. Consider using the full body attack suit acquired at the kennel master's discretion for advanced training. One major advantage of the suit is the ability to train dogs to bite and hold a suspect who does not present the attack sleeve. Some dogs become reliant on the sleeve and will not bite an actual suspect unless a target is presented. Using the suit properly will aid in correcting this behavior.

7.4. Maintenance of Equipment. Safety and extension of serviceability are primary objectives in proper equipment maintenance.

7.4.1. Leather Items. Apply saddle soap or Neat's Foot Oil to preserve the strength of the leather and prevent drying or cracking. Ensure surfaces are clean and dry prior to application. Never apply Neat's Foot Oil to inside surfaces of the leather muzzle.

7.4.2. Metal Parts. Remove rust by rubbing with fine steel wool or sandpaper. Use a light coat of oil if necessary. Replace badly rusted items. Inspect snaps routinely to ensure they are working properly.

7.4.3. Care of Fabrics. Wash web leashes with a mild soap and dry slowly to prevent shrinkage. Do not wash the arm protector with soap and water. When this item becomes dirty, clean by rubbing briskly with a coarse brush. To ensure safety, frequently check the arm protector. Make minor repairs with a needle and heavy thread.

7.4.4. Storage of Equipment. Keep all equipment dry when not in use. When in storage, inspect and treat as needed to ensure that it is clean, soft and in good condition.

7.5. Vehicle Authorization for Kennel Support. Kennel support requires a suitable vehicle for transporting explosives as well as MWD teams.

7.6. Shipping Crates. Metal shipping crates are authorized and required for each MWD in a QFEBR Unit Type Code (UTC). Smaller airline approved plastic shipping crates are also authorized to support TDYs requiring transport via commercial aircraft or ground transportation. Commercial air carriers will not accept the large metal shipping crate.

Chapter 8

SAFETY AND TRANSPORTATION PROCEDURES

8.1. Kennel Safety. Following sound safety procedures in kennel and training areas is very important. Personnel must follow safety practices at all times. Maintain positive control or a dog may get loose and injure a person or itself. Safety practices begin as soon as a person enters the kennel area. Personnel must ensure they secure all gates after use, avoid sudden movement when passing MWDs, and not speak or move in any threatening way. Personnel must not run or horseplay in or near MWDs. This activity agitates MWDs and could result in a dog mistaking it for hostility and provoke attack and cause injury to the dog.

8.1.1. One-way System. Setup one-way traffic patterns in kennel areas to keep dogs from meeting head-on.

8.1.2. Loose Dog Procedures. If a dog gets loose, the first person observing the MWD calls out "LOOSE DOG!", Everyone except the handler should cease all movement until the dog is secured. Once the MWD is under control, the handler must sound off with "DOG SECURED!"

8.1.3. Verbal Warnings. Handlers with MWDs will give verbal warnings upon entering or leaving the kennel area or when vision is obstructed by calling out "DOG COMING THROUGH, AROUND, BY" whichever is appropriate.

8.1.4. Dog Fight Procedures. If a dog fight occurs, never attempt to stop it alone and never pull MWDs apart. Pulling may cause greater damage. If on-leash, keep the leash taut and work your hands toward the snap of the leash. Hold the leash firmly with one hand, grasp the MWD's throat with the other hand, and squeeze with the thumb and forefinger to cut off the air supply. When the dog gasps for air, move them away from each other. If off leash, grasp the choke chain, leather collar, or nap of the neck with one hand. With the other, squeeze the dog's throat using the thumb and finger to cut off the air supply.

8.2. Training Area. The following safety precautions are required in the training areas.

8.2.1. Keep a safety leash on the right wrist while moving to and from training areas.

8.2.2. Keep a safe distance between MWD teams in the areas. When approaching another MWD team, keep dog in the heel position using a short leash.

8.2.3. Never use a leash to secure a MWD to any object. Never leave a MWD staked out unobserved and never secure a MWD to a vehicle.

8.3. Safety in the Veterinary Facilities. When a MWD is taken to the clinic, it is around unfamiliar surroundings and people and may behave unexpectedly. The handler must control the dog while at the clinic. Get clearance from veterinary staff prior to entering the clinic.

8.3.1. Before entering the veterinary clinic, the handler will muzzle the MWD, unless instructed otherwise by the veterinarian staff.

8.3.2. The handler must give a verbal warning "DOG COMING THROUGH" before entering. In the treatment facility, the handler controls the MWD with a short leash.

8.4. Operational Safety. Safety considerations are of paramount importance. Apply safety practices at all times for the protection of the handler, other handlers, MWDs, and the general public.

8.4.1. Static Posts. While working a static post, handlers must remain aware of the surroundings. Do not allow anyone to pet a MWD. This may result in the animal biting someone.

8.4.2. Mobile Patrol. While riding in a vehicle, avoid sharp turns and sudden stops whenever possible since they could result in injury to the MWD. Train MWDs not to attack personnel riding with the team. Do not allow the dog to ride with its head outside the vehicle window. Do not leave MWDs unattended in a vehicle except in an emergency situation that necessitates the handler responding without the MWD. However, if you must leave a MWD in a vehicle, ensure the vehicle is secure so the MWD cannot escape. Also, ensure proper ventilation so the animal does not overheat. The handler must have full view of the vehicle at all times. This ensures the handler can assist the MWD if he becomes distressed.

8.4.3. DoD and Civilian Law Enforcement Support Agency Operations. The same principles of safety that apply when using MWDs on the installation also apply when deployed in support of outside agencies. Handlers and trainers must remain aware of the potential danger of MWDs that are trained to attack. Whenever necessary, advise personnel on the safety procedures.

8.5. Vehicle Transportation. Use a cleated ramp when loading MWDs on a vehicle. If ramps are not available, the handler lifts the MWD on and off by using the hindquarter or abdominal lift. To place a MWD in a vehicle for patrol purposes, begin with the MWD in the HEEL position. Open the door and command "HUP" and then "SIT."

8.6. Aircraft Transportation. Use commercial and military aircraft when shipping MWDs interstate or to overseas commands. Do not route MWDs through countries with quarantines. Consult the TMO office for details.

8.6.1. Commercial Air Transportation. When MWDs are shipped unaccompanied, attach detailed instructions for feeding and watering to the crate. MWD crates must display the following warning "Danger Military Working Dog."

8.6.1.1. Stay with the MWD until loaded. If there is a delay, remove the dog from the crate for exercise and water.

8.6.1.2. Always place the crate in a cool spot when waiting for loading. Unload the MWD as soon as possible and make sure it has water.

8.6.1.3. Never place the crate on top of other baggage.

8.6.1.4. Do not lock shipping crates! They must be able to be opened in an emergency. Do make sure, however, they cannot be opened inadvertently.

8.6.1.5. If shipped accompanied, ship the MWD as excess baggage. Check with the local carrier for an exemption to the excess baggage fee.

8.7. Military Air Transportation. MWD handlers are required to escort and attend MWD movements on military aircraft.

8.8. Explosive Safety. Refer to (AFR 127-100) and AFI 31-202.

8.9. Drug Safety. If an animal ingests a training aid, contact the veterinarian to determine whether the animal was poisoned.

Chapter 9

OPERATIONAL EMPLOYMENT

9.1. Security Operations.

9.1.1. Mission. The MWDs primary mission is to deter, detect, and detain intruders in areas surrounding Air Force resources. Use MWD teams on almost any security post. Include the kennel master in planning use of MWDs in security operations.

9.1.1.1. The greatest advantage of an MWD team is their detection capabilities and their ability to cover a large area, particularly during periods of limited visibility. The presence of a MWD team may also discourage attempts by intruders to gain access to resources. MWDs detection capabilities are degraded in areas with a large number of people and constant activity. When used on a post where there is little room to maneuver to take advantage of wind direction, the MWD must depend mostly on its sense of sight and sound. When working on a post where the handler must concentrate on tasks other than working the MWD such as entry control, the MWDs abilities are largely wasted.

9.1.2. Post Selections. Ensure MWD posts are free of distractions such as excessive noise and numerous personnel. If deterrence is the objective for assigning a MWD team to a particular post, you will sacrifice detection ability for the higher degree of visibility. Wind direction, the location of priority resources, size of the area, condition and type of terrain, and likely avenues of approach dictate the best location for a MWD post. Under ideal conditions, the average MWD can detect and respond to intruders at 250 yards or more. Make efforts to keep MWDs working downwind, since this is where their sense of smell and hearing is best used. Keep post selection and limits flexible enough to meet varied conditions. If you must use an MWD team in a lighted area, allow it to patrol on a more varied route, remain in the shadows, or stand stationary in a concealed downwind position. Using MWD teams in lighted areas reduces the team's ability to remain undetected. This permits intruders to observe their movements and increases the possibility of successful penetration. Also, lights may cause the MWD to rely more on sight than its other senses. Since there are no steadfast rules on the number and location of MWD posts, make post selections with common sense in relation to pertinent factors.

9.1.2.1. Close Boundary (CB) Post. A MWD team on close-boundary foot patrol provides security that far exceeds the capabilities of the lone security police member.

This is especially important when considering a sentry's effectiveness is limited by darkness do to poor visibility. The MWD team's objective is to detect and apprehend intruders before they can damage or destroy the protected resources. Consider these other factors:

9.1.2.1.1. Posting the MWD team inside a fenced area allows the team to patrol close to the resource, physically checking it periodically. On the other hand, if the MWD detects an intruder attempting entry, the fence will prevent the team from following in the response, possibly preventing or delaying apprehension. If an additional MWD is not available, take the MWD team with the response outside the area and allowed it to follow-up the response. Personnel posted inside the area should increase their vigilance as well as observe the team's post until the situation returns to normal.

9.1.2.1.2. Posting MWD teams outside a protected area creates the advantage of using the wind, cover and concealment, and the opportunity to follow responses to the source. The team can effectively cover approaches to the area and detect odors from within the area by using the wind to their advantage.

9.1.2.1.3. Give consideration to using a flexible posting system. This permits using the MWD in or out of the area to meet varying conditions and increases psychological protection by preventing a routine patrol pattern.

9.1.3. Supplementing Intrusion Detection Equipment (IDE). When planning MWD posts, consider using electrical or mechanical detection devices. Since these devices usually activate only when detecting intruders within the surveillance area, use the MWD more effectively as a back-up for these systems.

9.1.3.1. Position the team inside the protected area so it can patrol the whole area around the resource without setting off an alarm. The MWD handler should maintain close contact with the alarm monitor. The MWD team can then approach from the downwind side and make contact with the intruder.

9.1.4. Mobile Security Patrols. Vary duties of a mobile patrol to include building checks, area surveillance, and identification and apprehension of personnel. MWD teams on alarm response teams (ARTs) or security response teams (SRTs) are effective force multipliers, cover large areas, and present both a physical and psychological deterrent.

9.1.5. Response Forces (RFs). Enhance the effectiveness of a RF by using an MWD team during open-area searches, scouting, tracking, building searches, and apprehensions. The MWD is an integral part of the team, and you should not separate it from other members. Familiarize all RF members with the MWD's capabilities and procedures to follow. The team must discuss the situation and decide upon the approach route and what to do upon arrival. There is no set rule for deploying an RF area patrol when an MWD is used; therefore, circumstances will dictate each response. If the team leader decides not to use the MWD team in the deployment, they should have the handler remain with the vehicle and operate the radio.

9.1.5.1. After the situation is neutralized and declared safe, use explosive detector dogs to sweep areas for unexploded ordinance, explosive devices, weapons, and ammunition.

9.2. Law Enforcement Operations.

9.2.1. Psychological Impact. MWD teams in law enforcement activities offer a tremendous psychological deterrent to potential violators and should work in all areas of the base. Psychological advantage is complemented by conducting periodic public demonstrations. Keep these demonstrations as realistic as possible and include obedience, attack under gunfire, and drug detection techniques. Using local news media and conducting special demonstrations are excellent ways to enhance community relations (both on and off base), local Drug Abuse Resistance Education (DARE) programs, and deterrence of unlawful acts on Air Force installations. Supervisors should limit the number of demonstrations-- MWDs are working dogs and not show dogs. Discourage public demonstrations by explosive detector dogs as this may tend to generate prank or hoax bomb threat calls.

9.2.2. Use. MWD teams can perform in all security police functions. Include the kennel master in planning the use of MWDs in security police operations. It is the flight leader's/sergeant's responsibility to ensure MWD teams are posted in areas that will capitalize on their capabilities. Do not post han-

dlers without their MWDs except in extremely rare situations (i.e., MWD is ill, back-up force response when time is of the essence). MWD teams will discourage unruly and/or unlawful conduct and increase the probability of apprehension. A properly trained MWD can pursue, attack, and hold a suspect providing an alternative to the use of deadly force.

9.2.2.1. Resources Protection. Consider using MWD teams in AA&E storage areas during hours of darkness.

9.2.2.2. Military Housing and Billets. MWDs are especially effective in and around military housing and billet areas. Their mere presence can deter thefts, burglaries, drug use, and vandalism. Use teams both day and night in these areas.

9.2.2.3. Protection of Funds. Using MWD teams to escort and safeguard funds may deter a robbery. A MWD does not fear an armed or unarmed person and, if fired upon, will pursue and attack--an important characteristic to emphasize during demonstrations and in news releases.

9.2.2.4. Confrontation Management. Use MWD teams judiciously in confrontation situations since their presence could escalate the situation. Do not deploy MWD teams on front lines in riot control situations; keep them out of sight, and use as necessary.

9.2.2.5. Narcotics/Explosives Detection. A trained detector dog can detect drugs or explosives regardless of efforts to mask the scent. Publicity on the presence and effective use of drug detector dogs may help reduce criminal activities involving drugs. Do not make public information on limitations and effectiveness of a detector dog. Additionally, do not seek publicity for large drug finds as this could endanger both the handler and MWD.

9.2.3. Patrols.

9.2.3.1. Walking Patrols. MWD teams should perform various duties such as checking buildings, parking lots, military housing, and billet areas. When used in this capacity, consider several factors:

9.2.3.1.1. Use MWD teams as much as possible during both day and night time hours in areas where one can easily see them. They should be tolerant of people, and the presence of crowds should not significantly reduce their usefulness. MWD teams should walk among people, stand guardmount, and show no outward sign of aggression. Extremely hot weather may restrict the MWD's abilities. In this case, divide the MWD team's time between mobile patrol and walking patrol.

9.2.3.1.2. When working among the public, handlers should keep in mind the MWD is a valuable tool and not a pet. Do not let anyone pet a MWD.

9.2.3.1.3. The MWD's ability to detect individuals is more effective during darkness or limited visibility when there are fewer distractions. Therefore, give nighttime use in areas with few people, but high value resources the highest priority.

9.2.3.1.4. A MWD team can check or search a larger number of buildings and parking lots more efficiently than a single person.

9.2.3.1.5. Periodic use of MWD teams around on-base schools (especially when school is starting and dismissing) may deter potential vandals, child molesters, exhibitionists, and illegal drug activities.

9.2.3.1.6. Use MWD teams to provide security for such resources as aircraft, munitions storage areas, communications facilities, equipment, or command posts. When assigning walking patrols, one restriction to keep in mind is the lack of mobility. Like any security police foot patrol, this could prevent a rapid response to a distant incident where time is essential.

9.2.3.2. Mobile Patrols. Mobile MWD teams increase their potential area of coverage but decrease MWD effectiveness. Teams are usually unaccompanied; but since MWDs can work in the proximity of people, other security police personnel may accompany them. Assign the mobile MWD team a sedan or other passenger-type vehicle--air conditioned in hot climates. If using a pickup truck, the MWD will remain in the cab with the driver. Placing portable kennels in the beds of pickups for transporting MWDs while on patrol is prohibited.

9.2.3.2.1. When mobile patrolling, allow the MWD to work off leash. (If the leash is kept on, drape it over the dog's back to prevent it from getting caught on anything.) Use a vehicle kennel insert (TA 538 Part C) or a specially designed platform when a MWD is on mobile patrol. Cover the surface with rubber matting or some other nonskid surface. The MWD should remain in the "SIT" position as much as possible. Do not allow the MWD to place its head out of the window while the vehicle is moving.

9.2.3.2.2. MWD teams should not remain mobile during the entire tour of duty. MWD patrols are more effective when the team uses the ride-a-while, walk-a-while method. The team is able to cover a larger area, and the exercise keeps the dog responsive.

9.2.3.3. Building Checks and Searches. MWD teams are especially effective in checking and searching buildings such as commissaries, base exchanges, finance offices, banks, and warehouses. With the MWD on leash, approach the building from the downwind side to take advantage of the MWD's olfactory senses. The responding patrolmen secure the surrounding area to avoid contamination by a fresh scent. This could serve to confuse the dog in the event tracking is required.

9.2.3.3.1. If a facility is found insecure, the team should request backup. Upon arrival of the back-up patrol, the MWD team should approach from the downwind side and first check the exterior before entering the building. The on-duty supervisor, after conferring with the MWD handler, determines whether the MWD should search on or off leash. Generally, the MWD is most effective when worked off leash since the dog's movements are not restricted, and it can search a larger area in a shorter period of time. Before a handler releases a MWD inside the building, announce in a loud clear voice the intention to release the MWD, and anyone inside the building should exit within a set period of time (1-5 minutes). Before releasing the MWD, the handler should consider the following factors: danger to the handler, type and size of building, time of day or night, indication of forced entry, and the possibility of innocent persons. The handler must check and clear the immediate area before proceeding. As the handler follows the MWD, they should use the same precaution for each room or area. One suggestion includes turning on lights as the handler progresses. However, keep in mind turning on lights will silhouette the handler when entering/exiting the room. Also, consider the consequences of turning on lights if there is an explosive device with a light sensitive switch in one of the rooms. If the MWD responds, it is recalled, placed on leash, and the intruder is challenged, and apprehended. For an on-leash search, the handler enters and loudly announces that a MWD is being used to search. Another security police member should always accompany the team. The assisting SP follows at a distance to avoid interfering with the search. If it is deter-

mined the suspect has exited the building, the MWD team should attempt to track the suspect from the scene. Tracking may result in additional evidence or information for a subsequent investigation.

9.2.3.4. Vehicle Parking Lots. Use MWD teams to detect and apprehend thieves and vandals in vehicle parking lots. The mere presence of the team may deter potential acts of theft and vandalism. The MWD team should approach from the downwind side.

9.2.3.5. Military Housing and Billet Areas. Proper use of MWD teams in military housing areas will deter and decrease unlawful acts. During foot patrols, MWD team contact with area residents helps in the reinforcement of community relations. Outline clear procedures governing release of MWDs in military housing or billet areas in local operating instructions.

9.2.3.6. Alarm Responses. Use the MWD team to search and clear the exterior and interior of alarmed buildings and surrounding areas. They may also assist in apprehensions. Limit the number of personnel allowed into the area to preclude contaminating the area with unnecessary scents.

9.2.3.7. Funds Escort. When escorting fund custodians on foot, position the MWD team slightly to the rear of the custodian to observe any potential hostile acts. MWD handlers should brief fund custodians on actions to take during an attempted robbery. If local procedures allow the carrier to ride in the security police vehicle, position the MWD where the handler will have positive control.

9.2.3.8. Moving Traffic Violations. When a traffic stop is made, the MWD should accompany the handler on leash. The presence of the MWD will convince most offenders to remain cooperative.

9.2.3.9. Identification and Apprehensions. When conducting identification checks or effecting apprehension, the handler must inform the person(s) that any display of hostility could result in the MWD biting without command. If an apprehension is made, conduct a search with the dog in the guard position. If available, use a back-up to transport persons taken into custody. When circumstances require a MWD team to transport personnel taken into custody, and the vehicle is not equipped with a vehicle insert or platform, position the MWD between the offender and the handler.

9.2.3.10. Tracking Ability. The kennel master should advise flight leaders/sergeants of which MWDs have tracking abilities. When a tracking situation arises, on-scene personnel should avoid and keep other personnel out of the area. Make every effort to eliminate area contamination with extraneous and confusing scents. Take the dog to the last known location of the person you are tracking and allow it to smell the area to identify the proper scent. Bring articles touched or worn by the individual(s) you are tracking to occasionally reinforce the odor. To eliminate further track contamination, the MWD team always precedes the search party. While tracking, the dog may locate discarded items of evidence. Other factors which may help or hinder tracking are:

9.2.3.10.1. Time. Initiate tracking as soon as possible--success depends on available scent. Time lapses reduce the amount of scent and may prevent success.

9.2.3.10.2. Ground Surface. A MWD will usually be more successful when tracking in grass and brush. Human scent adheres well to these surfaces. Paved and gravel areas along with overpowering scents like fertilizer, burned grass, or spilled oil or gasoline impede a dog's ability to track.

9.2.3.10.3. Human Scent. Human scent remains longer on cool moist ground. On the other hand, direct sunlight, extremely dry ground, or excessive rain masks and dissipates scents rapidly and making tracking difficult.

9.2.4. Riot and Crowd Control. Normally, do not use MWDs for direct confrontation with demonstrators. In fact, the presence of MWDs could aggravate a situation. During the peaceful stages of a confrontation, hold MWD teams in reserve and out of sight of the crowd. If the situation deteriorates, move MWD teams up to within sight of the crowd, but still well away from the front lines. Only when actual physical confrontation erupts, give consideration to employing MWD teams on the front lines. Once committed, use MWD teams as a back-up force, integrated into the front line of forces, or use to assist apprehension teams.

9.2.4.1. Employment. When engaged in direct confrontation, keep MWDs on leash and allow to bite only under specific circumstances authorized by the on-scene commander. Position other riot control force personnel approximately 15 feet from MWD handlers. Do not release MWDs into the crowd.

9.2.4.1.1. In an open area, chemical riot control agents will not normally adversely affect the MWD's capability to act as a psychological or physical deterrent. However, handlers should watch their dog closely under such conditions. If a MWD shows any signs of distress, have it examined by a veterinarian as quickly as possible.

9.2.4.2. Support Duties. In large areas such as open fields, position MWD teams on the outer perimeter to contain the crowd while other forces make apprehensions. Post MWDs around holding areas and processing centers to prevent the escape or liberation of prisoners. Use MWD teams to assist teams in apprehending and removing specific individuals within a group of demonstrators. In this role, use the MWD team to protect members of the apprehension team not to effect the apprehension. Exercise extreme caution in these situations. The MWD could become extremely excited and agitated and could mistakenly bite a member of the apprehension team. The handler must maintain positive control over the dog.

9.2.5. Civil Disasters. Provisions exist to provide MWD teams to a civilian community to assist in humanitarian or domestic emergency roles. For example, MWD teams may help locate lost children or search an area or building which has received a bomb threat. Exercise extreme caution in these situations to ensure the Posse Comitatus Act is not violated. Coordinate all requests for assistance with the base Staff Judge Advocate. Refer to AFI 10-801, Assistance to Civilian Law Enforcement Agencies, for additional guidance.

9.2.6. Protecting Distinguished Visitors. Employ MWDs around quarters and conference locations or for searching and clearing buildings. Used as a foot patrol, the MWD can use all its detection senses.

9.2.7. Fixed Post (Stake-Out). The primary function of a MWD team on a fixed post is surveillance over an area or building. If used outdoors, locate the team downwind where the dog can detect a person by scent. If this is not possible, locate the team where the MWD may detect by sound or sight. When used indoors, the MWD must rely primarily on its sense of hearing. Other security police personnel may accompany MWD teams on fixed posts.

9.2.8. Installation Entry Control. Use of MWD teams as entry controllers for extended periods of time seriously degrades their operational effectiveness. If circumstances warrant the posting of the MWD team on a base entry control point, the duration of posting should be kept to a minimum consis-

tent with flight manning. Posting of MWD handlers without their assigned MWD is misuse of assigned resources. While performing as entry controllers, the MWD's primary function is psychological deterrence and handler protection. Permit the MWD to sit or lie down, but do not confine where it can't respond when needed.

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